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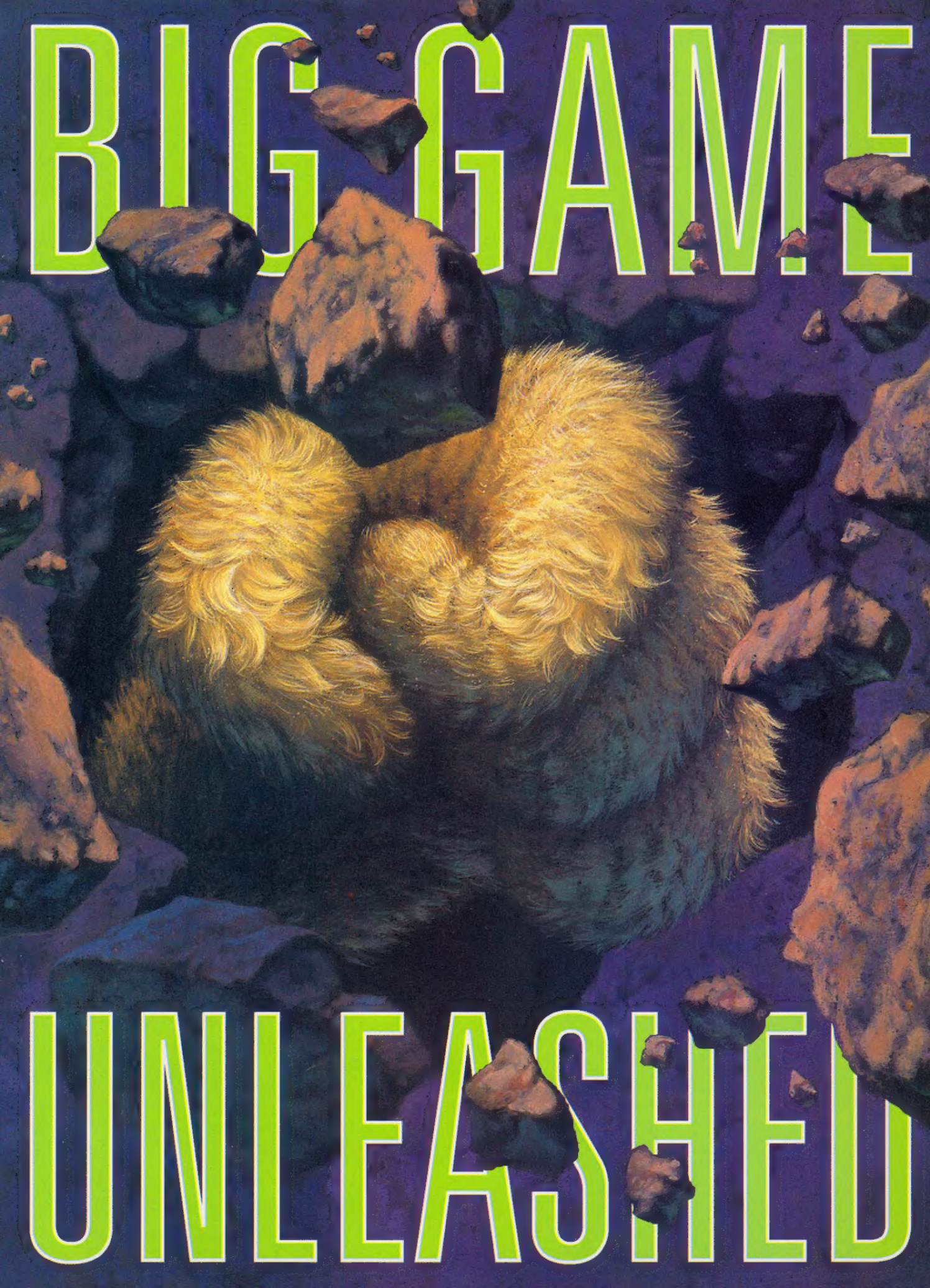

BIG GAME
UNLEASHED

THE DALI LLAMA CALLS. MASTERS GATH

KUNG FU BUNNY

Style: Relaxed Paw. Path: Right Understanding.

He fights to save the monastery to which he has pledged non violence. It is a vow he can no longer serve for he has chosen the path of battle. *"Wisdom is in all things, including defeat."*

PRINCE LEON THE LION

Style: Tan Ku, "The Iron Rage." Path: Right Effort.

For the sake of honor, he crosses the world to fight. His hatred of his enemies ahead runs as deeply as the devotion of the followers he leaves behind. *"I have only one judge, the world."*

IVAN BEAR

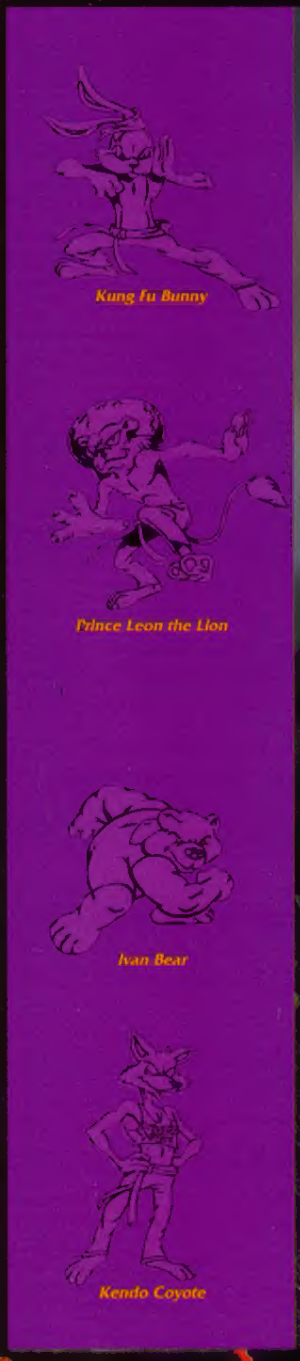
Style: Soviet Military. Path: Right Action.

He has the fighting style of a Siberian railway freight car--and looks like one, too. He is a dire opponent. What he lacks in finesse, he makes up for with ferocity. *"You can rest when you are dead."*

KENDO COYOTE

Style: Kenjutsu. Path: Right Resolve.

Too much success, too much food and too many fools for friends have taken the edge off Kendo. Kendo also has too much attitude. It may be big enough to help him win. *"I'm baaack!"*



Kung fu Bunny

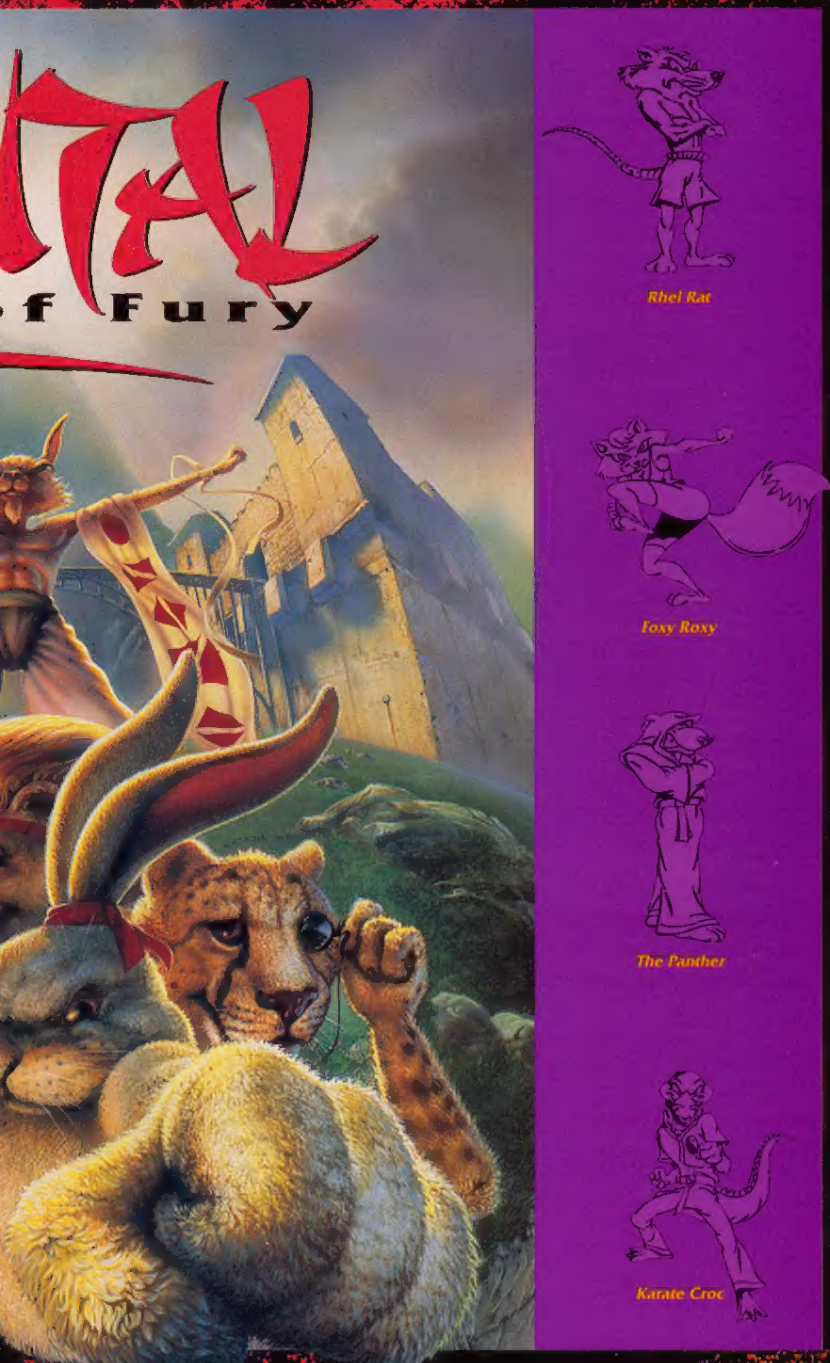
Prince Leon the Lion

Ivan Bear

Kendo Coyote

THE TOURNAMENT BEGINS. ANIMALS U

ER. ANCIENT WISDOM, PRIMAL POWER.



RHEI RAT

Style: Thai Boxing. Path: Right Speech.

He's ready to turn down a fortune in prize fights, TV commercials and the glory of the ring to test his prowess in a more elite competition. He seeks success beyond the battle.

FOXY ROXY

Style: Penjat Silat. Path: Right Livelihood.

Her moves are as subtle as shifting sand, as soundless as one hand clapping. She has everything. She fears nothing — except defeat. *"Compassion is not weakness."*

THE PANTHER

Style: Chin Na. Path: Right Meditation.

When the call comes from the Dali, his powers uncoil. He roars. Claws extend. Teeth gleam. His cry of battle cuts the night with the razor edge of fury. *"Inner strength is a goal above morality."*

KARATE CROC

Style: Street Brawler. Path: Right Respect.

Watching, slithering, he has mastered the art of silence. Once, he understood honor. But he has forgotten that lesson along with the name of the long-ago teacher. *"Just try and stop me, big ears."*

UNLEASHED. IT'S SO COOL, IT'S BRUTAL.

BRUTAL PAWS OF FURY

GameTek's new hit title is so cool, it's Brutal. The masters say, "get your paws on it."

"Brutal is chock-full of cool features such as instant replay, six-button compatibility, excellent CD music, huge animated cinema sequences, and a funny behind-the-scenes look at the game's out-takes...the soundtrack is simply unbeatable."
— Game Players

"Brutal is a graphic animated masterpiece that offers some excellent new ideas in fighting games."
— Game Informer

"The graphics of this game are simply stunning, drool over it."
— Electronic Gaming Monthly

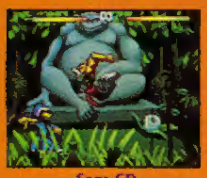
"Brutal will definitely quench your fighting fits of need."
— Video Games

"Team Brutal had a lot of fun making this game and that seems to be infectious, because Brutal is a lot of fun to play!"
— Electronic Games

"The graphics in Brutal are excellent. The story begins with some brilliant opening animations... GameTek has a big winner."
— Game Fan

Sega CD

Sega CD


Sega CD

Sega Genesis

Sega Genesis

Sega Genesis

SNES

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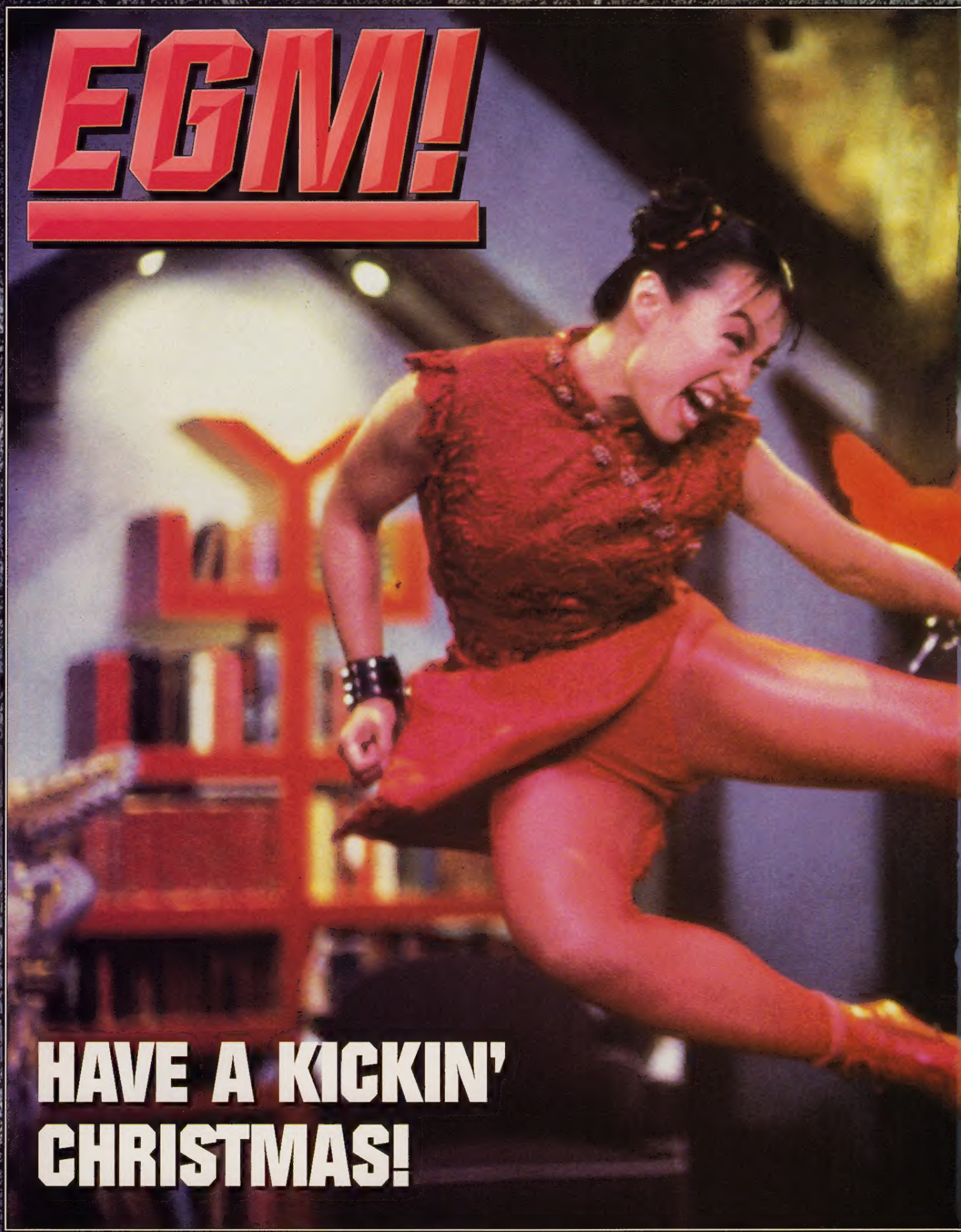

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A scene from the upcoming Street Fighter II movie.

EGM!

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Audit Bureau of Circulations

INSERT COIN

SATURN ... AHEAD OF ITS TIME?

The new 32-Bit systems are on their way to the stores in Japan. As expected, both Sega and Sony waited until the very last minute to announce prices and available software. Sega, as predicted, was first to announce their system price (¥44,800 or about $465) and sure enough, just a few days later Sony announced the price of their PlayStation (¥39,800 or about $410). Surprise, surprise, it was about $50 cheaper than the Saturn's. In addition, Sega could only muster up two games that will be available at launch (Virtua Fighter and Wan Chai Connection). Fortunately, the licensees were able to double that paltry number with a Mah Jong Tenjiku game from Chat Noir and Tama from Time-Warner Interactive. Sure sounds like the disastrous Mega CD launch all over again. Still, the Saturn presales are running at a record pace but these, we understand, are mostly from players who "have to be the first one on the block to own one" (including us!). Hopefully, Sega and their licensees will be able to get more software to the stores soon.

The first reports from the sales of Sony's PlayStation show very strong presales, also. One disadvantage that Sony has is that they are not a strong software manufacturer. Fortunately they have lined up a fantastic list of big-name third-party licensees, and where Sega has four titles available at launch, Sony has eight, including great titles like Ridge Racer, Parodius Deluxe and Raiden Project.

So who's on first? Kind of looks like a tie so far but Sony is hungry. Watch for a major price war after the "gotta have it" people have their systems.

Back in America, the people at Sega told me that they are going to watch the battle in Japan very carefully as it is highly probable that we will see the same thing happening here in 1995. They went on to say, though, that many of the games that are coming out in Japan will not make it out over here and they have a "huge" research and development staff already working on U.S. Saturn games in anticipation of a mid-1995 Saturn launch.

When contacted, Sony Computer Entertainment of America would not comment on any date, price, etc., of their PlayStation launch over here.

Closer to reality, the 32X is now out in the stores along with five carts. Not a spectacular launch but enough to keep the players happy through Christmas. If Sega and its licensees can continue to bring out the new carts and discs, this budget 32-Bitter has a good chance of surviving through the next couple of years until the Saturn's price comes from out of the sky and down to Earth—like around $200. And that ain't gonna' happen very soon ... like 1997 by Sega's estimates. Until then it looks like the masses will just have to X it.

Ed Semrad
Editor

EGM!™

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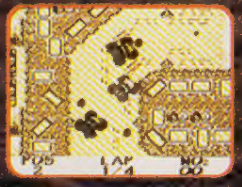
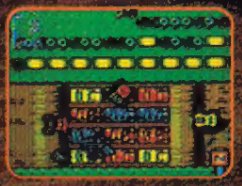


CAR-CRUNCHING, METAL-MASHING ACTION



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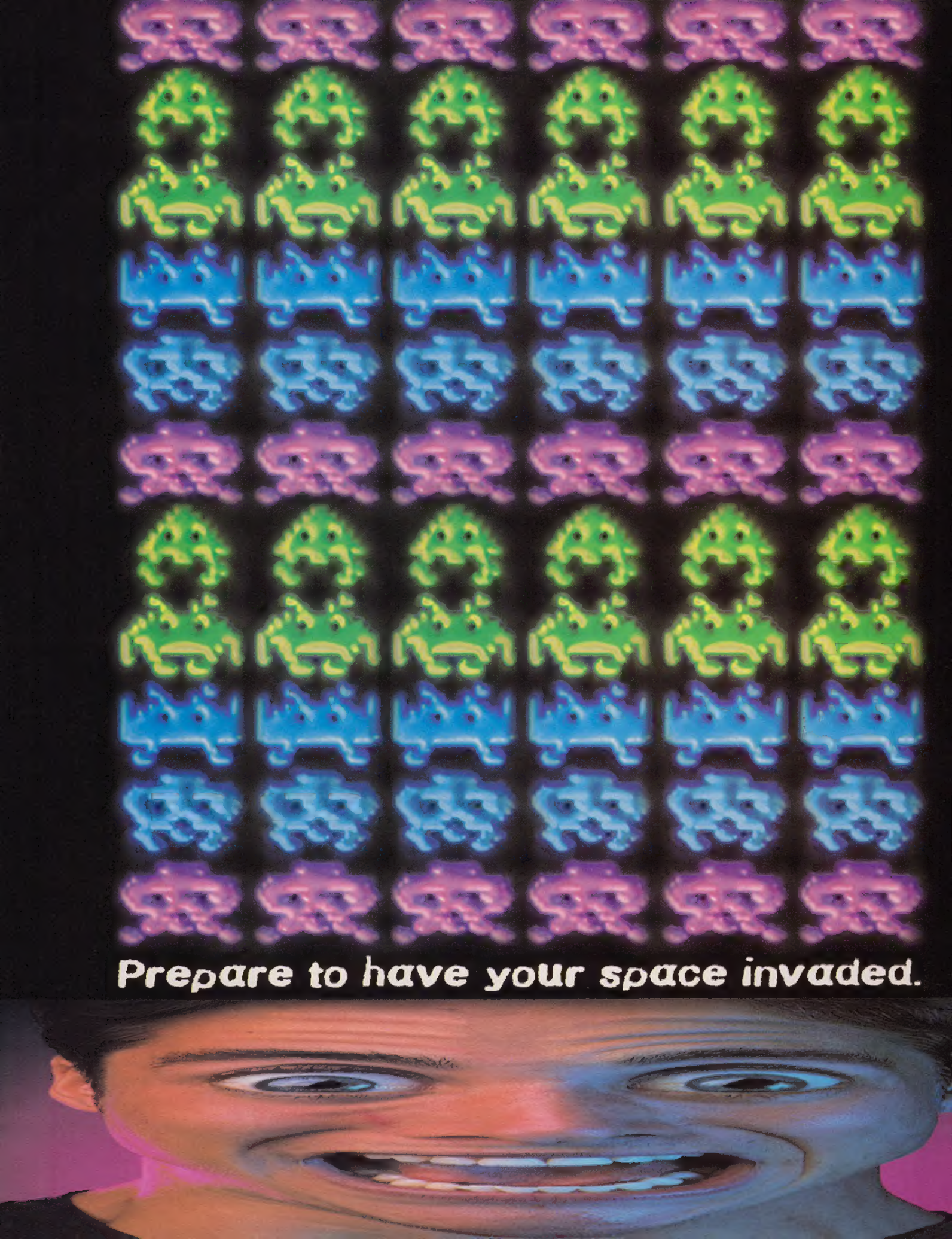
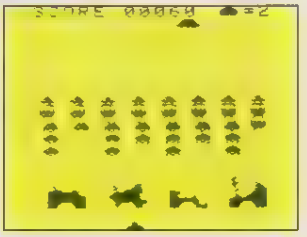
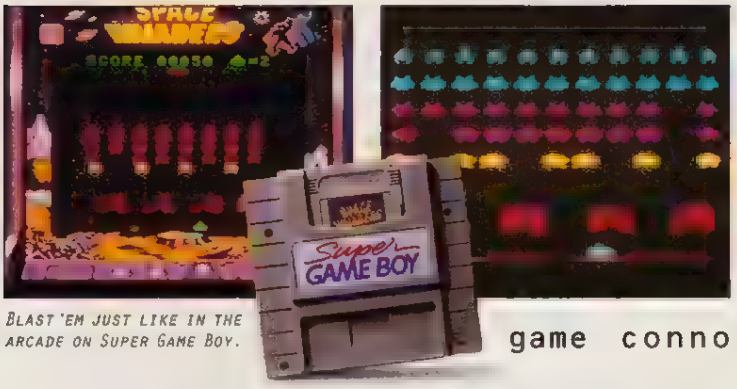

Prepare to have your space invaded.

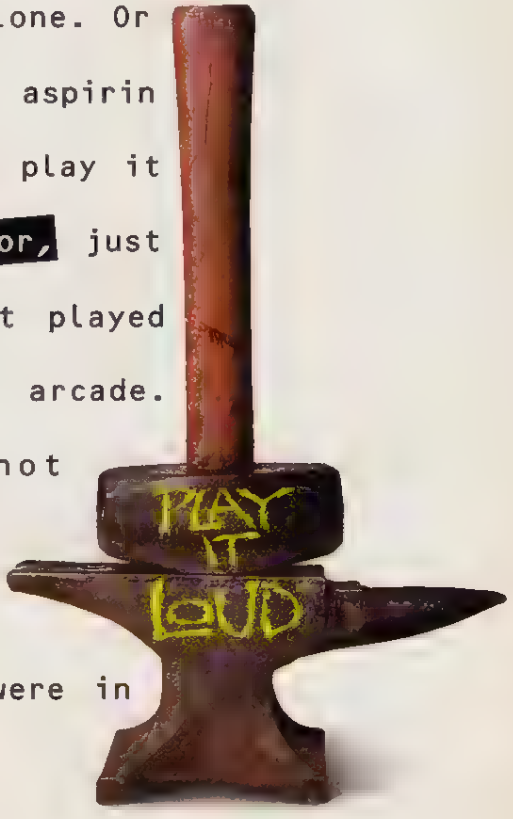
Ever get a homework headache? You close the book, pop in a video game—pressure's gone, right? Except you just popped in new **Space Invaders®** for Game Boy® and Super Game Boy®, and it's a mother-lovin' migraine. **There's no escape.** You move left, you move right, they just keep coming down. Their only goal is to parade across your skull until your **brains are popping** out your ears. They don't praise your skill. They don't admit defeat. Fry 'em all and they just get meaner and faster. Hey, there's a reason this game is legendary. Play on **Game Boy** and suffer alone. Or link up and see who heads for the baby aspirin first. Slam it in your **Super Game Boy** and play it in **color,** just like it played in the arcade. Hot-snot game connoisseur, are you? Try and beat the original. You'll be **clawing** at your temples, praying you were in calculus class.



TAKE SPACE INVADERS WITH YOU ON GAME BOY.



BLAST 'EM JUST LIKE IN THE ARCADE ON SUPER GAME BOY.



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EGM!

DECEMBER / 1994 / VOLUME 7 / ISSUE 12 / NUMBER 65

DO YOU DREAM OF OWNING THE ULTIMATE IN HIGH TECH?

50

The technology that is becoming available to gamers is simply amazing! Our editors take a look at up-and-coming systems like the Saturn, Jaguar and PlayStation, and the newest accessories like the wireless controller for the 3DO and the GameSaver.

STREET FIGHTER II THE MOVIE– BRINGING THE GAME TO LIFE!

178

From the TV screen to the silver screen—*Street Fighter II: The Movie* blazes into theaters Dec. 23. In this issue, we give you the scoop regarding the plot and the stars, including Raul Julia and Jean-Claude Van Damme. Will the movie do the game justice?

GAMER'S DAY GIVES AN INSIDE LOOK AT SEGA'S NEW LINEUP!

190

Sega played host to *EGM* and other members of the gaming media at their biannual Gamer's Day. Held in Redwood City, California, the event showcased all of their new 32X, Sega CD, Genesis and Game Gear titles such as Ristar and Eternal Champions.

RETURN TO THE WORLD OF RUIN IN FINAL FANTASY III!

214

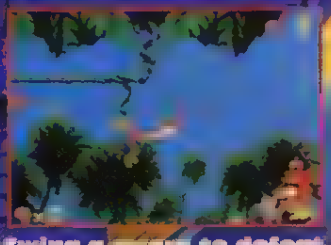
Simply the best, most beautiful, epic adventure ever translated to the Super NES. It's got action, adventure, intrigue, dynamic characters, grueling fight-to-the-end battles, magic and more. You won't want to miss our six-page section of hints, maps and clues.

GLOP! SQUISH! SPLAT!

the Pagemaster

Escape from danger with sticky hands!

Fight fire-breathing dragons!



Swing a sword to defeat pirates!

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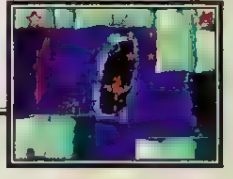

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FACT FILES

SUPER NES TIMES

Jingle bells, Bosses smell, play cool Super NES games! It'll be a blue Christmas without such hot carts as Jurassic Park 2, Wolverine, Kirby's Tee Shot, Shadow, Sink or Swim, Shadow and Hagane!

266-292

OUTPOST SEGA

You better not shout ... you better not cry ... you better not pout ... cuz cool Sega Genesis games are coming to town such as Shaq Fu, Darkseed, Bouncers and Corpse Killer.

296-329

PLANET 3DO

Solve a difficult case with Sherlock.

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JAGUAR DOMAIN

Don't go crazy playing with Doom.

348-356

CLUB GAME BOY

Stop Marvin the Martian with Daffy Duck.

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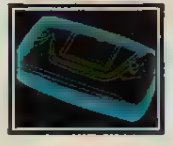


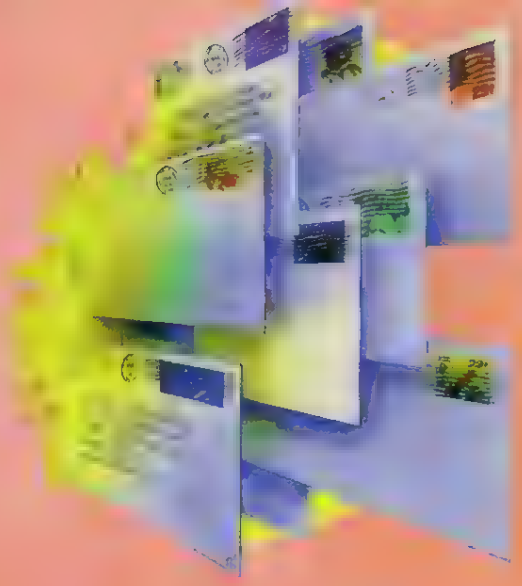
SUPER GEAR

Fight off the baddies in X-Men 2.

372-377

It doesn't seem
fair does it?

INTERFACE
LETTERS TO THE EDITOR



This is the section of the mag where we respond to your comments. We can't respond to every letter we receive, we just get too many, but we can print some of the ones that caught our attention. Even if you enclose a self-addressed stamped envelope, we can't respond to you. If you've got a subscription problem call that handy 800 number because we don't handle those concerns either. I enjoyed reading your letters, you all had great things to say. We enjoy hearing from you, so please keep your letters coming. Now on with this month's big letter show and long live the King Turtle.

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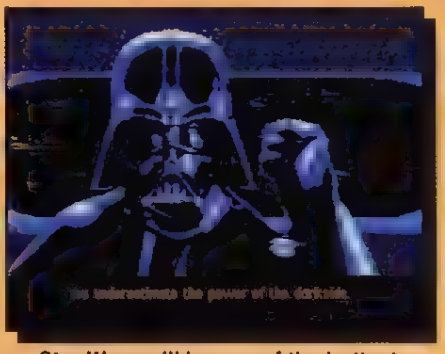
LETTER OF THE MONTH!

JAGUAR LOSES ROAR

When Atari first unveiled the Jaguar, I tried to find one to purchase. For months I looked and could not find one in any stores. Then I began seeing one or two games showing up on the shelves even before the system itself was released. Other *EGM* readers have said, "Give Atari a chance," but I cannot find the system or any games, except the two that were released. So, I've decided to ditch the Jaguar idea and upgrade to the 32X. Sega knows how to market their machine and get third-party support. Jag owners may have noticed that MK II or Super Street Fighter hasn't made it out for their system yet. Plans are already in the works to have those two titles ready some time next year for Sega's 32X. My gripe is, Atari's ads tell you to do the math. Having graduated from computer electronics school, I can tell you that the Motorola 680XX chip is indeed a 32-Bit chip. Even if the Jag has dual 680s in parallel, that does not constitute a 64-Bit machine. If that's the case, then the 32X with its dual-parallel processing 32-Bit Hitachi chips would be ... well ... 32-Bits plus 32-Bits equals a 64-Bit machine. I'm 32X all the way.

Adam Clark,
Salt Lake City, Utah



Star Wars will be one of the hottest titles out for the 32X this Christmas.

(Ed. I've read many letters this month from gamers who are feeling abandoned by Atari. A recent influx of cash from Sega may be just what the doctor ordered for the ailing Jaguar and those gamers who took the Atari plunge. A lot of titles are in the development stages for the Jaguar, but it takes cash to get them onto the market. With all of the new systems like the 32X coming onto the scene, only time will tell if it's too little too late for the Jaguar. As for the 32X, there are a number of companies coming on line to make games for Sega's newest machine. At the recent Gamer's Day, sources were suggesting that for every game licensees made for Sony's new PSX, they already have three 32X games in development.)

WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.

ONE TOUGH DECISION

I'm trying to make a decision and I need help desperately. I've been saving my money and I've read many things about Nintendo's new Ultra 64 system, its games, graphics and so on. It looks great! But I don't want to wait until it comes out. I've heard it's going to be released sometime after September '95. My main question is: what should I do in the meantime. Should I a)sell all of my Super NES stuff for extra money to buy a new system, b) keep my Super NES stuff and sell the games I don't like any more for extra money or c) just keep everything and buy it with my allowance.

Ken Egan
Sierra Madre, CA

Killer Instinct and Cruis'n USA will be the first two games out for the Ultra 64.

(Ed. Let me tell you Ken, you're not alone. As gamers, we're all in the same boat. Keep what you already have, rent a few games and maybe treat yourself with a game that really catches your eye. There are a lot of great games coming out for all of the systems this Christmas. With all of the new systems coming out next year, it's not good to make a hasty decision. Don't let the money burn a hole in your pocket. Rent a game or system and try it first before you make your purchase.)

Who says life is fair?

The wait is over. Final Fantasy®III is here and it's fair to say that it'll blow you out of your shorts. The critics at *EGM* report, "This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've ever heard before." And *Die Hard Game Fan* writes, "I kneel in reverence to the brilliance shown by the programmers at Square." [SQUARESOFT®] Go ahead, give your SNES the ultimate Fantasy. Coming October '94.

FINAL FANTASY III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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INTERFACE
LETTERS TO THE EDITOR

WHY TWO SYSTEMS, SEGA?

I have been keeping up to date on all of the new gaming systems and have been keeping a close eye on all of the most recent developments. But I'm a little bit confused about why Sega of America is determined to create two new 32-Bit systems, the 32X and the Saturn. I just don't understand why they are developing two 32-Bit systems, when other companies are working on 64-Bit systems. Sega should seriously consider developing a 64-Bit system. Then they could honestly say, "Welcome to the Next Level."

Miguel Maya
Katy, Texas

(Ed. To help ease your confusion Miguel, Sega's bringing out the 32X to provide a middle ground for gamers who won't be able to afford the higher priced 32-Bit

The Saturn is supposed to ring in at around $475 in our neck of the woods.

Saturn and other systems like the 3DO II, the Sony PSX and Nintendo's Ultra 64. Although no one really knows how much each of these systems will cost, Nintendo has been bragging for over a year that they will be able to bring their system out for around $250. Many developers at a recent Nintendo developers conference lifted up the Nintendo sticker on an Ultra 64 system that was running the game Killer Instinct. Much to their surprise, MIPS chips stared back at them. This shows that Nintendo doesn't have the chip architecture in place yet for the Ultra 64. The chips they are talking about using are much too costly and could end up driving up the price of the Ultra 64.

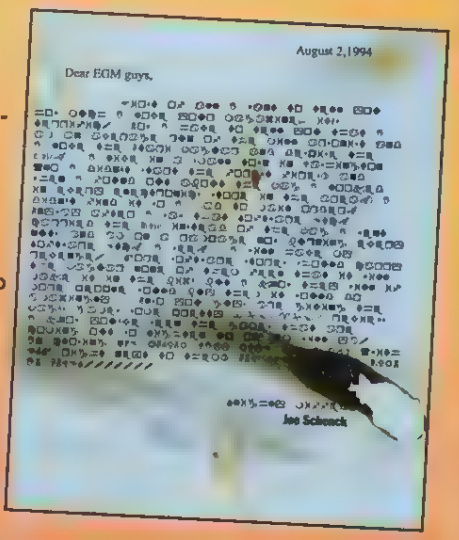
The Saturn will cost upward of $400 and many gamers just can't afford that type of investment. So to provide a middle ground, Sega came up with the $160 32X. The unit comes with six $10 off coupons which I think is very reasonable.)

PSYCHO LETTER OF THE MONTH!

Man there must have been a few full moons this month as you guys have truly gone crazy. There've been a multitude of psycho letters pouring into my office and they've been in crayon. Next month try to upgrade to pencil or magic markers. If we read it and like it we'll send you an *EGM* T-shirt!

Dear *EGM* guys:

First of all I want to tell you how much I love your magazine; it's terrific! Now I have to tell you that I am an average, run-of-the-mill arsonist and I love the Atari Jaguar and despise the 3DO. I live in a small town in Washington (no I didn't start the forest fires) and when I found out about the Jag I looked in every electronics store in the area. I didn't find it so I had to mail order one. Anyway, after I saw that one of the chain stores carried the 3DO instead of the Jaguar, I went ballistic and I bought a 3DO and burned it for revenge! More software stores should carry the Jaguar or face my wrath. In closing, the Jaguar will rule the world and the 3DO will burn in Hades.


August 2,1994

Dear EGM guys,

Joe Schenck

Thanks go out to Joe Schenck and his bic lighter collection for bringing us his flaming opinion on the Atari Jaguar versus the 3DO question. We all know from this letter that Joe won't be enrolling in firefighter college anytime soon!

RISE OF THE ROBOTS MYSTERY

I've heard many different release dates for Rise of the Robots for the Genesis and the other gaming systems. Another magazine said it would be released in November. However, the store where I buy all of my games says it won't be out until February. When is the actual release date?

Brent Smith
Fort Meyers, Florida

(Ed. It's been quite a mystery for many gamers who have seen all of the pictures and all of the hype surrounding Rise of the Robots. The hype started close to 16 months ago when Rise of the Robots was first shown at a summer CES show at the Absolute Entertainment booth. The game looked great and a lot was expected out of it. Absolute held the rights to the 3DO, Sega Genesis, Game Gear and Super NES formats. They've now sold the rights to Rise of the Robots back to Mirage, the French developers. Mirage has sold the Super NES rights to the game to Acclaim. No one has claimed the Genesis as of yet and Absolute holds the rights for the 3DO. February has been mentioned as a possible release date for the game, but we could see that pushed back, depending on when Acclaim decides to release the game.

Rise of the Robots has also been mentioned as coming out for the Sega 32X, Sony PSX and Ultra 64. Mirage has retained the rights to Rise of the Robots for all of those and any new systems. We're even hearing of a Rise of the Robots version for the Atari Jaguar. Nothing's been decided yet.

When any of these games will be released onto the market is anyone's guess. But that should help clear up part of the mystery for you, Brent, and for the rest of you who are waiting for this game.)

Rise of the Robots has been sold by Absolute to Acclaim for the Super NES.

EVEN SANTA CLAUS HAS AN ATTITUDE
THIS CHRISTMAS. SHOULDN'T YOU?

ATTITUDE

Christmas morning will never be the same when you find one of these *excellent* video game accessories under your tree. Forget about Christmas dinner, you'll be jamming on your favorite games!

SEGA GENESIS™ & SUPER NES® CONTROLLERS

PROPADS

SN ProPad
For Super NES

All-New SG ProPad
For Sega Genesis

ProPads

These powerful pads will *definitely* give you an edge over any game. They're loaded with features six hi-performance fire buttons, turbo, semi, and hands-free auto fire, slow motion, and an extra long cord. They even have a clear casing so you can check out all the high tech components. Very cool! These definitely go on the Christmas wish list.

SG ProPad6
For Sega Genesis

SG ProPad6

Have you heard about this one yet? It's a *totally serious* weapon for Sega Genesis. The SG ProPad6 combines a perfect six button arcade layout with turbo auto-fire, programmable fire buttons, slow motion, an extra long cord, and a smooth ergonomic feel. If you're serious about winning, the SG ProPad6 is definitely your best choice.

X-MAS!

PROGRAMPADS

Think about it. You're about to get finished off, and things are getting pretty bloody. You only have enough time to hit one fire button, then, *SLAM!* You fight back with a viscous combo-move. Victory is yours. No ordinary controller will let you do that,but...ProgramPads are definitely not your ordinary controllers!

SG ProgramPad

SN ProgramPad

Both the SG ProgramPad for Sega Genesis and the SN ProgramPad for Super Nintendo have REAL TIME programmability. You can program six of your most powerful combo moves into one button. Talk about playing with an attitude! They also feature turbo auto-fire, six fire buttons, slow motion, and an extra long cord. Is this stuff great or what?

JOYSTICKS

Arcade Pro-Dual Compatible

This is the joystick your friends definitely hope that you don't get for X-MAS! Not only does it feel like the real thing, the Arcade Pro *performs* like a real arcade stick, it's lethal.

It's six arcade size fire buttons are easy to reach and highly responsive. Independent turbo auto-fire, slow motion, and an extra long cord add to this sticks awesome power. And, it can take a beating, too!

Arcade quality components, and a rugged steel base and steel joystick shaft make this stick super tough. If it can take our abuse, it can definitely take yours. Simply put, this is an incredible stick. You gotta get one!

Arcade Pro
For Sega Genesis & Super NES

INTERACT GAME PRODUCTS

Play with an attitude!

STD

1994 Holiday Buyers Guide

Video Game Accessories

PORTABLES

We know how much you like to play on the go. Check out these accessories if you want to get the most out of Game Boy and Game Gear.

Handy Boy

Looks like someone has been listening to the real game players! Handy Boy is everything you've been asking for to boost your Game Boy's performance. It's stereophonic speakers will blow you away. There's a powerful lite and a screen magnifier to really let you see what you're doing. And, if that's not enough. Handy Boy even has a joystick to give you better control. If you want to explore new worlds, get the ultimate accessory for Game Boy...Handy Boy.

Handy Power-For Game Boy

Picture this. You're about to reach the final level. You're psyched. And then ...your batteries die! You can avoid this nightmare with Handy Power™. It's an 8-hour rechargeable battery that actually fits into Game Boy's existing battery compartment. It doesn't stick out of Game Boy and get in your way like other rechargeable batteries (Good idea, guys!). Don't get caught out of power, and don't waste your money on other rechargeable batteries. Get Handy Power for your Game Boy.

Handy Gear

CRASH! You don't have to worry when you hear that sound anymore. Just slide your Game Gear into Handy Gear. It's a durable shock absorbent and water resistant play-in-case that really lets you take Game Gear with you. And Handy Gear does more than just protect your system from bumps and spills. It boasts a powerful 2.5x screen magnifier, a glare reducer, storage for an extra game cartridge, and a carry strap. It's the perfect accessory for Game Gear, because it protects your system, and makes playing Game Gear more fun! Definitely put Handy Gear on your Christmas list.

Christmas Wish List

Remember, it's the christmas season. A time for being nice to everybody and for spending precious moments with your relatives. NOT! It's time to tell old Saint Nick what you want to get. Hey, let's face it. Christmas only comes once a year, make the most of it. Fill out this wish list, and give it to the big man in red!

INTERACT GAME PRODUCTS

STD

PROPADS

- ☐ **SN ProPad** for Super Nintendo
- ☐ **SG ProPad** for Sega Genesis
- ☐ **SG ProPad6** (Also called SG ProPad2 for Sega Genesis)

PROGRAMPADS

- ☐ **SN ProgramPad** for Super Nintendo
- ☐ **SG ProgramPad** for Sega Genesis

JOYSTICKS

- ☐ **Arcade Pro**- Dual Compatible for Sega Genesis and Super Nintendo

PORTABLES

- ☐ **Handy Boy** for Game Boy
- ☐ **Handy Power** for Game Boy
- ☐ **Handy Gear** for Game Gear

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INTERFACE
LETTERS TO THE EDITOR

STREET FIGHTER RULES

I own a Sega Genesis and a Sega CD and I am a huge fighting game afficionado. It's my opinion that the arcade and home versions of Super Street Fighter II are by far the best fighting games ever made for any system. Now you're saying, "Oh no, not another Street Fighter nut again." But I'm 23 years old and have had some full contact kickboxing experience. As far as a game with realistic combinations, Street Fighter II is by far the best translation, unlike Mortal Kombat and Mortal Kombat II's unrealistic and choppy movements. I own both Street Fighter II: Champion Edition and Super Street Fighter II, and I am looking forward to Darkstalkers coming out for the next generation of systems. Are there any more SF II-like games coming onto the market?

Charles Underhill
Kennersville, NC

(Ed. Many gamers have the opposite opinion of you, Charles, and so do I. The Street Fighter series was very popular for a while, but once the Mortal Kombat phenomena occurred, it was time for Capcom to move on to something new. They are working on the Street Fighter movie and they are the first video game company to ever produce a motion picture based on one of its hottest gaming properties. They are also working on a Street Fighter game for Sega's 32X and rumors are circulating about possibly a Darkstalkers conversion for the Ultra 64. I don't think it was that Super Street Fighter wasn't a good game. It was just that it wasn't much different than the previous games that were made. Gamers saw it as same old, same old, but with Mortal Kombat, gamers wanted to be a part of the controversy and have a new challenge. Ripping off heads and finding finishing moves was more appealing.)

TOO MANY SEQUELS

Lately, many people have been complaining about the number of unnecessary sequels on the market. Games like Street Fighter II, NHL Hockey and John Madden Football. The games not only waste consumers money, but also their time. They are released by the companies year after year, with minor changes. I think I have found a solution to this problem. Game companies could begin manufacturing cartridges in a way similar to add-on disks on a PC. These cartridges could be smaller in size and only contain the extra, updated information needed in the game. For example: if Capcom wanted to release Super Street Fighter Turbo "Update Cartridge," then the people who already own SSF2 could buy the update at a much cheaper cost. This method could also be used to update teams in the various sports games on the market. The idea might also be applied to the new gaming systems coming onto the market. Imagine that in the months to come Sega releases Daytona USA for the Saturn. Some players may be bored with the limited selection of cars. Sega could decide to release a series of cartridges for Daytona, each containing a different type of car. I believe this add-on cartridge idea could really change the mass market. Players could get the newer versions of the games they want without shelling out another $60 to $80 for a game that's almost the same as the one they already have. The gaming industry would be healthier and consumers would feel much better about gaming as a whole. All the industry has to do is decide if they want to keep their consumers happy or become money-hungry pigs.

Tim Yanalunas
West Bloomfield, MI

(Ed. Sega tried a similar idea with the Virtua Racing DSV chip. But that idea of having the expensive chips in one cart and adding the game to the top didn't fly with the gaming companies. Good idea, but I don't think it will come to pass, mainly due to the high licensing fees.)

"HORNBUCKLE WHO?"

I like your magazine. It's the best one out there. While I was playing Mortal Kombat II on my Super NES, just before the round started, Jade popped up onto the screen and said, "Hornbuckle Who?" I then noticed that in the credits at the end of the game, there's a person named LEANNE HORNBUCKLE. Can you please tell me who he or she is.

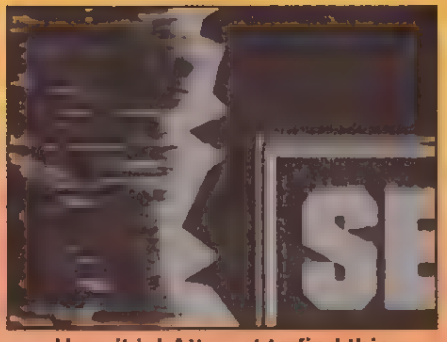
Joel Sucre
Edmonton, Canada

(Ed. Funny you should ask that, Joel. Sushi X and I were having a rootbeer float discussing this very same question in the lunch room here at EGM *headquarters. Sushi X tells me that there's no hidden character that he knows of with the name Hornbuckle. But another reader has written in and tells us that he has found the Hornbuckle hidden character. According to Brian Abbot of Maine, he's found Hornbuckle as a super secret character in the game. He writes:* I have information I think you should know. It's about a super secret character in Mortal Kombat II. His name is Hornbuckle! He looks just like Liu Kang, accept he wears a blue bandanna and has a blue stripe on his pants. The way you get to him is: first go through every stage three times, then go to the Kombat Tomb. Third, you must lose when you have exactly half energy, and hit your opponent with one high punch. Then go to the living Forest and win one round by ducking and using only low kicks. Then you must win the next round by using only one special move, your choice, you can use it over and over. When and if Smoke comes out, press left, left, down, right, block, block, low punch and START. If you did it right smoke will appear and say, "Meet my best friend." Then you can face Hornbuckle. He has a fireball attack that utilizes all of the fireballs in the game at once. Dodge it and look out for his mechanized hand. Move quickly or you'll be destroyed. *Sushi X has been busy testing out all of the new and exciting fighting games for future issues. In his spare time he's looking for him.)*

Is Hornbuckle really in MKII? Send us a videotape of this super secret character.

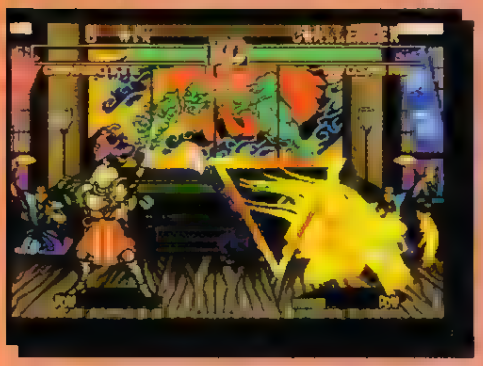
BAD PHOTOCOPY CONTEST!

A great feature of *EGM* is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800 percent and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

INTERFACE
LETTERS TO THE EDITOR



Samurai Shodown II—will it be clean or bloody here in the U.S.?

NEO•GEO CENSORING BLOOD

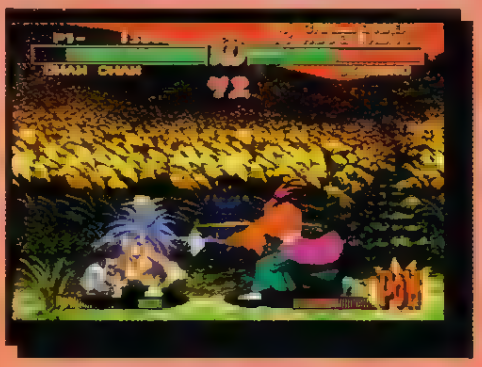
Against their word and better judgment, SNK has decided to censor all future home releases. Being an avid Neo•Geo fan, and editor of a Neo•Geo fanzine, I find this action exceptionally offensive, as do most Neo•Geo owners.

In the near future, a standardized rating system will be introduced to the video game industry. At this point, there are two rating systems under consideration, both will precisely convey a game's contents. The categories weighed are: Violence: destruction of living or non-living things including humans, blood and gore; Nudity/Sex: explicit sexual activity or sex crimes; and Language: socially unacceptable four-letter words or explicit sexual references. SNK included, most of the major and minor gaming companies have committed to adopt whatever rating system is selected.

With an improved rating system in place, why would SNK insist on censoring their games anyway? The reason is simple. The governments of some countries in the Middle and Far East have banned all violent content in video games, including blood and gore, and dismemberment of animals and humans. Unfortunately for American owners, SNK has small markets in some of these countries (Malaysia, Singapore, etc.). Contrary to popular belief, the Neo•Geo hardware division, not the software division, decides whether a game is censored or not. With the exception of the Japanese system (which allows blood and gore), all of the other Neo•Geo consoles will censor the games automatically. This is well looked upon in the countries that enforce censorship, but not in the United States; hence SNK's problem.

I have been told by SNK officials on numerous occasions, "All releases after Samurai Shodown will be exactly like their arcade counterpart, including the blood and gore." Aggressors of Dark Kombat and The King of Fighter's '94, two of the bigger releases of 1994, for the home market, are fully censored. Both are post-Samurai Shodown releases. Why the censorship? People complained and wrote letters about Samurai Shodown, yet they went ahead and bought the game anyway. (Ironically, it become the best-selling Neo•Geo title ever.) SNK learned that they could do whatever they wanted to the consumer because we will purchase a game regardless of its content.

MAS Video Systems is known for their Neo•Geo "gore switches," which allow games to be censored at the discretion of the user. According to a MAS technician, "We are swamped with Neo•Geos awaiting switches, because people want the gore and this is the only way to get it." There are alternatives. SNK could release two versions of the same game, one fully uncensored for the American and Japanese markets, and censored cartridges elsewhere. A second possibility would be to release a module (in the U.S. only) that could be placed in the Neo•Geo console much like a Game Genie. This would allow the user a choice between a censored or uncensored game. Either way, the consumer would have little, if anything to complain about. With Samurai Shodown II on the horizon, we have a golden opportunity to make ourselves heard. Boycott this and other censored games until SNK begins to comply with our needs. Write them and let them know that you are fed up and will not purchase censored games.



Samurai Shodown II has lots to offer gamers but it will be censored in the U.S.

Write to: SNK Home Entertainment, 20603 Earl Street, Torrance, CA 90503.

In conclusion, SNK's attitude on censorship must be dealt with and actions speak louder than words. I urge you to write in and give them your two cents' worth. Above all, do not buy censored games.

Ryan H. Smith
St. Louis, MO

(Ed. Ryan has not been the only one to write us with this problem, there have been many others as well. As Ryan says, this is the best time for you to be heard. If you own a Neo•Geo currently or are thinking of buying one in the future, be sure to take Ryan's advice and write to them.)

DOES 32X WORK WITH OLDER SEGA GENESIS UNITS?

I am an owner of an older model Sega Genesis and a newer model Sega CD. Will the new 32X add-on work with the old Sega Genesis? Can you please also give me a list of games that will be available with the 32X or will that be coming out later. I'm thinking about buying the system, but I need some ammunition to take to the dinner table to convince my parents. They're skeptical, due to the number of systems coming out on all formats next year. How can I assure them that the 32X will not be abandoned next year, when Sega brings out the Saturn, and the Sony PSX, Ultra 64 and 3DO II are all fighting it out at the retail level? I'm looking to you for some guidance as well as some info to share with my parents.

Shawn Yates
Clintwood, VA

(Ed. According to the folks at Sega, the answer to your question is yes. All of the current Genesis and older Genesis units will be able to utilize the new 32X technology. The Sega CDX will also be able to utilize the technology, despite having a disclaimer on the box saying that the 32X does not work with it. The reason for this is that Sega asked for FCC approval too late for the CDX and had to place the sticker on the box to avoid getting into hot water with the federally-regulated U.S. body. As for the list of games, you asked for it. Electronic Arts is coming out with all of their major sports licenses, including NHL Hockey, FIFA Soccer and John Madden Football. Acclaim is also going to be developing games for the 32X and in January they will be releasing a version of Mortal Kombat II for Sega's X-tremely exciting new system. Not forgetting to mention that in March or April Acclaim will also be releasing NBA Jam Tournament Edition for the 32X as well. You may know about Star Wars Arcade, Doom, Golf Magazine Presents 36 Great Holes of Golf Starring Fred Couples, Ecco the Dolphin, Virtua Racing Deluxe, Metal Head, Super Motocross, Cosmic Carnage and Stellar Assault. The big 10 of gaming is on line with the 32X. This means that the mainstream gaming companies will be developing games for the 32X. Over 100 titles in all are currently in the works.)

RETURN TO RAW POWER AS YOU GP-1 PART II

ATLUS®
17145 VON KARMAN AVE., SUITE 110
IRVINE, CA 92714

A blazing time on the raceway is rewarded with a power-up for your bike.

BURN RUBBER

Go helmet to helmet against a friend with super split-screen action.

IN THE FAST LANE!

A Grand Prix Champion can win the hearts of fans around the world. You may have to sign a few autographs!

Imagine clinging to the ultimate in high-performance motorcycling machinery. Envision the course before you, where the only thing between you and the slicing wind is a thin shield. Each second spent hanging in the balance of a turn seems like an eternity, and even the slightest error in judgment could become the difference between rolling down victory lane and ending your career.

GP-1 PART II FROM ATLUS--IT'S ONE OF THE MOST EXHILIRATING EXPERIENCES YOU CAN HAVE ON TWO WHEELS!

- *Choose from one of three teams at first. Once you've accumulated enough points, you can choose one of the three Super Teams.*
- *Password feauture allows you to save your achievements for a different day.*
- *Choose from 17 challenging courses in 14 exotic foreign countries.*
- *With six bikes to choose from, there will be a hot ride that's right for you!*
- *Beginning riders may start in Easy Mode, but the experts can go straight to the Hard Mode.*

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INTERFACE
LETTERS TO THE EDITOR

3DO IS BECOMING A LEAN, MEAN, FIGHTING MACHINE

I own a 3DO, and I have been playing the current selection of games for months now. There are, however, few good fighting games available for this system. The one that is out doesn't control well because the 3DO controller rots. Are there any more good fighting games coming out and any word on any new controllers?

John Birsterfield
Columbus, Ohio

(Ed. As you may have heard Street Fighter II Turbo is coming out soon for the 3DO and rumor has it that a version of MK II may even make its way to Trips' big system. A game called Shadow and Samurai Shodown are all in the works for the 3DO. Now, the question of controllers is a very interesting one. One company, World International Trading, has made a device that will allow you to use your conventional Super NES controller or any controller that you currently use on your Super NES on the 3DO. This includes all of the specialty six-button controllers on the market. Plug the controller directly into the device, and it hooks into the 3DO cartridge port. This will allow you to play all of the great fighting games to your heart's content with excellent control. See Press Start in this issue for a rundown on the new device.

RPGS WANTED FOR GENESIS

I'm an avid RPG fan, and I own a Sega CD and a Genesis. Recently I was flipping through your magazine looking for an interesting game to get. Shining Force CD caught my eye. But apparently it's only being released in Japan. Will Sega release any good role-playing games over here?

Sean Hyrich
Cyprus River, Canada

(Ed. There are good RPGs out there, but you might not like their prices. The long-awaited Phantasy Star IV, released two years ago in Japan, has finally been translated by Sega. I guess the conversion cost a bundle, because when the long-awaited RPG goes on sale in January, it will ring in at $99. Sega thinks that the majority of RPG players are adults and will shell out that much cash for one game.)

FROM CROATIA WITH LOVE

Greetings from Croatia to the *EGM* crew and all you readers out there in video game land. Well, if you didn't think *EGM* was popular in Croatia, it is. But it's as hard to find as shaving cream or AAA batteries. My love affair with *EGM* all started when I saw your magazine in the window of a newspaper stand. I went in and picked it up. Although it's expensive, I enjoy it each and every month. I especially enjoy reading Al Manuel's reviews. He has the same gaming tastes as I do. I enjoy the cool games and contests, but I must tell you that I enjoy your cool letters and contests. I just love Street Fighter! Any word on when the next version of the game will be out and what it will be called?

Edward Susovic
Zagreb, Croatia

(Ed. Nice to hear from you—I always knew that we were spanning the globe, but I guess our delivery agents get our mag around. Thanks for the letter Edward and I don't know how many 3DOs are on sale over there, but I know you have access to mail order if you're reading EGM. *The next version of Street Fighter will be Street Fighter Turbo for the 3DO. But another version is also due out on Sega's 32X in late December or sometime in January. Darkstalkers, the sequel to Street Fighter, is now in the arcades over here. It's getting a lot of attention as a possible conversion to the home systems.)*

Way of the Warrior for the 3DO is not getting rave reviews from the players.

READER MAKES PREDICTION

I would like to make a prediction if I might. I think Sega has something up their sleeves after reading over the past few issues of *EGM* about the 32X and the Saturn. I read that the Super Genesis may be a reality. I don't think Sega will even bring out the Saturn in the U.S. I think they will go back to the drawing board and rework it and come out with a 64-Bit machine to rival Nintendo's Ultra 64 and the Jaguar. I wonder if they'll call it the Super Saturn. What do you guys think? It makes perfect sense to me.

Luke Goodwin
Las Vegas, Nevada

(Ed. We've been hearing that Sega has pulled back the Saturn to do some upgrades to the hardware. At a recent visit with Sega officials, they scoffed at the idea and assured us that their high-priced planet will be in gaming orbit on schedule, and without any major hardware upgrades. The 32X is also in the gaming house and has some impressive hardware titles coming out for it. Read the issue and find out more 32X details. I can't give everything away in the letters section. Only time will tell to see if you have the special insight that will make you a true psychic.)

SUPER NES GAMES COST MORE

I was wondering why Super NES games cost on the average $10 more than Sega Genesis games. Is it because it costs the companies more to make them or is it just because Nintendo games are more popular than Sega Genesis games?

Brett Ambrose
Regina, Sask

(Ed. Licensing fees are a big part of any price structure. For the Super NES licensees can pay anywhere from $25 to $30 per cartridge. If they have any battery back-up capabilities built into the game, this costs extra and adds anywhere from $2 to $5 to the price of the game. Sega's licensing system is the same, but they are trying to keep prices in line. Nintendo lets the individual retailers have the final say on pricing. That's why you may be seeing the higher prices in and around your area. This year has been a very bad year for cartridge sales. In some places, sales have been down more than 40 percent over last year. With the Christmas season upon us, some retailers are taking advantage of the season because they know you are in the buying mode.)

EVERYONE LOVES DOOM

I'm a big Doom fan and I was wondering if the computer version is better than the Jaguar or 3DO version?

Mike Soldwisch
Henderson, Nevada

(Ed. I guess it just depends on who you talk to. Around here the guys have played through the computer version and are working on the Jaguar version. They say both rule and Doom lovers will have a field day. Now with Doom coming out for the Sega 32X and Nintendo's Ultra 64, Doom fans will be very busy in 1995.)

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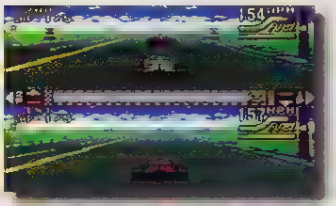

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INTERFACE
LETTERS TO THE EDITOR

WAY OF THE WARRIOR ... DOWN FOR THE COUNT??

Threes for Way of the Warrior? As far as I am concerned, you have been far too generous. I am a hardcore Street Fighter player and to me the game plays horribly! I can't do the moves when I want to and I either have to take a hit, or have to back off and try the same move several times. It isn't just me. Several of my friends tell me the same thing and nobody, I repeat, nobody can reliably do any move time after time.

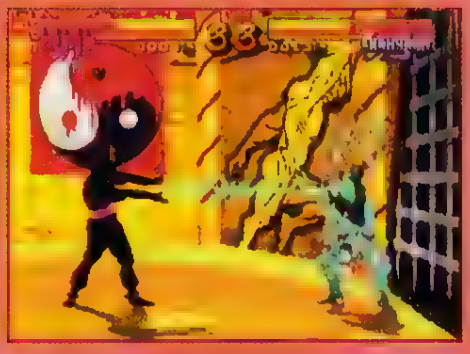
My big question is WHY?

Doesn't anybody play-test these games before they go out? It isn't as if this is a glitch that happens once out of 100 times. This is every time you play any character!

Or is it the controller?

Thanks for the warning. I saved myself $65. Too bad for my friends who believed the reviews in the other magazines and went out and purchased the game.

Josh Stevens
Nashville, TN



Is 3DO or Naughty Dog responsible for the problems with Way of the Warrior?

You guys are way off the mark when you gave 3s and 4s for Way of the Warrior for the 3DO. Not only is it a revolutionary game and bound to get awards for innovation, but it is also one of the best playing games I have ever purchased. The graphics are outstanding and the sounds are spectacular. You should have spent more time with the game and then you would have gotten used to the occasional missed move. This game alone will sell hundreds of thousands of 3DOs. As far as I am concerned, you must really hate the 3DO to do it such a disservice.

Terry Graveson
Los Angeles, CA

ED SEMRAD

Way of the Warrior has all the makings of a good fighting game. The graphics, fatalities and such are great. Most games of this type, like this one, is what pulls it down. The controls are much too sluggish. The digitized graphics are very clear and the animation is good. The fatalities and humor are certainly worth seeing. I'd have to recommend renting this one first to see if you like it or not.

5

BANYON CARPENTER

Way of the Warrior is a very beautiful game to look at. Now that the good points have been taken care of, let's see what's wrong. First off, the controls are absolutely horrible. Jumping is a near impossibility. Some of the special moves. The sounds are decent but too much time was spent on the graphics rather than a fighting game that was at least playable.

4

AL MANUEL

I thought fighting games were supposed to play like fighting games. Well, this one didn't play at all. The control is so bad, it's to struggle to get any jump forward. The specials aren't anything special. If you even get to do them, they're redeeming quality is the graphics which is the only thing it seems all the programming went into. Overall, this game isn't even good by accident.

3

SUSHI-X

Um, hello? This game has great humor value and some excellent graphics, but as a fighting game, no. The fighting controls are very difficult to pull off. Some characters have very unfair advantages over others. The graphics are very big and colorful, but the game is better to look at than to play. I especially like the cheerleader girl with the lousy trash talk, and Shaky Jake. Clever, if not overdone, fatalities.

2

The adapter definitely improves the control over your character, but the interaction with the computer still leaves much to be desired. In order for a fighting game to be good in my book, it has to have some technical ability. The way of the Warrior's basic moves are way too random and the combos are virtually non-existent. Once again, it is easier to do your special moves, but the game that they are in just doesn't have the substance I like.

5

Okay, I admit it. This handy little adapter does make life easier (wow, I can actually jump without much frustration), but I just don't see the point in working out more cash for this game. In fact, after playing the beta, yes, a beta version of Street Fighter II for 3DO, all I did was wait for the standard 3DO controller. Just fine. Obviously, the problem isn't the controllers, but more likely, it's still the programming.

4

I'm sorry, but there's just no way I'm gonna change my original score, just because a game company is too proud to admit that there game has problems. And to tell 3DO owners they have to go buy an adapter to use a controller from another system is a big cop out! And as far as the adapter goes, it helps you do the special moves a little, and I use that term loosely. The bottom line is the game is just not good!

3

I must admit that the new controller does add a lot more playability to the game. However, it's still the same game. It's a kind of cool from a distance fighting game, but it isn't a contender. The moves are slow and fighting just don't get the right ng game feel. The moves may be easier to do but they're humorous at best. Some of the sounds and fatalities are decent but it simply isn't a good fighting game.

4

The EGM Review Crew ratings of the 3DO version of Way of the Warrior. The original ratings (August *EGM*) are on top and the new ratings using the Super NES to 3DO controller converter are on the bottom. Is the control problem due to something in the 3DO architecture or is it with the programming of the game?

(Ed. We seemed to have opened a big can of worms with our low review scores on Universal Interactive's [the company bringing out the game] Way of the Warrior. Here's the whole story up to the present.

As soon as our September issue got to subscribers, we got a call from Universal Interactive questioning our review. They wanted to know why the scores were so low. We then got a call from 3DO asking the same question. They thought it might have been the disc or the controller. The next day we got another disc and two brand-new controllers. Unfortunately, the results were the same.

The issue just never got resolved. We didn't know how or why a game would ever be released with such an apparent problem. In the back of our minds there was a possible problem with the 3DO being able to handle and respond to the diagonal movement on the screen, but other games in different genres never exhibited that problem.

We've tried everything. Having heard that loosening the screws on the back of the 3DO controller would allow for better diagonal movement, we tried that. No luck.

Finally the item got resolved when the friendly people at World International Trading, out of Coral Gables, FL, told us about a new peripheral that allows Super NES controllers to be played on the 3DO! Unfortunately, since the item was being made in France we couldn't get a sample in time for our October issue. We now have one and it works (see our Press Start review on page 67)!

The good news is that diagonal movements are a snap. The bad news is, as you can see with the new Review Crew scores on Way of the Warrior (shown above), the problem is not in the 3DO controller.

That means the problem is in the 3DO itself or in the way the game was programmed. The only way this will ever be resolved is to wait until Panasonic's Super Street Fighter II Turbo (programmed by Capcom of Japan, so we know it will be the best possible) or until we get Crystal Dynamic's 3DO version of Samurai Shodown. If these games control horribly, then the problem is in the 3DO. If they are okay, then it is in the programming. Check out the next issue for the final word on this game!

Were we too critical of the game? We say, "no way," as without control there is no game. Avid players like Josh (above) have backed us up completely. Also, very few, if any, stores rent 3DO games. That means the only way you can test it out is to buy it, then it is too late. As to the other magazine's reviews? They'll complain about the control but evidently it isn't important enough to lower the score!)

LAST-MINUTE UPDATE!

It doesn't look good for Naughty Dog (the game programmers). Just as we are going to press, we got in our beta copy of Super Street Fighter II Turbo for the 3DO and it plays great! All of the moves are easy to perform and the standard 3DO controller works perfectly.

This game was programmed by the experts of fighting games—Capcom of Japan. This must say something about using programmers who have experience with fighting games.

The verdict isn't in yet on Way of the Warrior, as we still want to see how Crystal Dynamics does with Samurai Shodown. If that game comes in with flawless and effortless moves, *then* we will start throwing stones.

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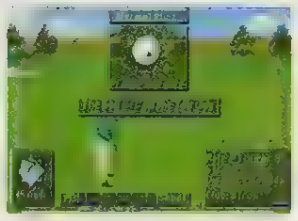

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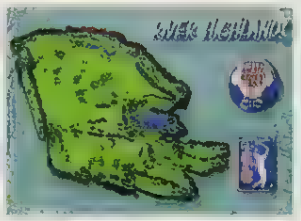

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Colin Bruneni, Houston, TX

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Scott Shapiro, Brooklyn, NY

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Daren Donofrio; Eatontown, NJ

...Chun Li weighed 500 pounds and her suit was one big girdle?
Matthew R. Davis, Jamestown NC

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Fatima Valez, Daly City, CA

...Beavis and Butt-head got in a grudge match with Ren and Stimpy?
Mario Velez, Daly City, CA

...Scorpion went Whaling?
Brent Shetley, Little Rock, AR

...NBA Jam had fatalities and babalities?
Lynn Duffield, Thunder Bay, ONT

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John Yu, Honolulu, HI

...What if Ken peed on Blanka's electricity—would he get a shock or what?
Tracey Tailor, Salmon Arm, BC

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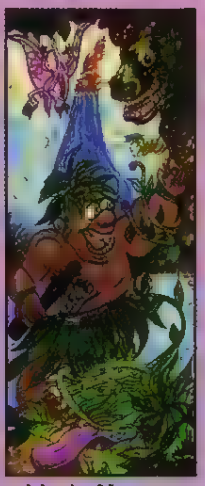

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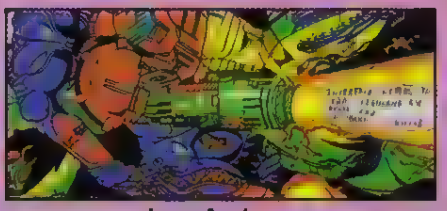

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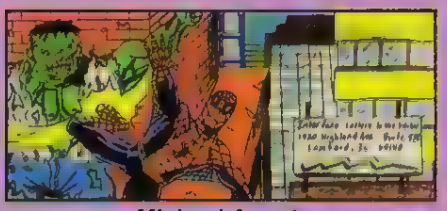

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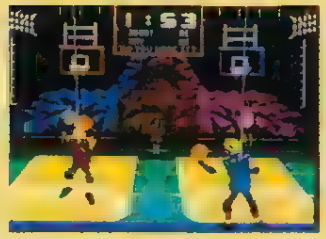

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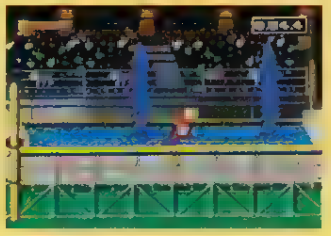

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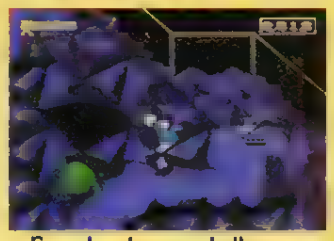

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REVIEW CREW

33 GAMES REVIEWED!!!

Sonic & Knuckles, Robotrek, Carrier Aces, The Tick (SNES), Ghoul Patrol, Dragon View, Ballz (SNES), Pagemaster (SNES), Brutal (SNES), Sonic Blastman 2, Ardy Light Foot, Sink or Swim, Viewpoint, Pagemaster (GEN), The Tick (GEN), Ecco: Tides of Time, Zero the Kamikaze Squirrel, Brutal (GEN), Generations Lost, Red Zone, Lethal Enforcers II, Snatcher, Flashback, VR Stalker, Pataank, Android Assault, Bouncers, Mad Dog II, Soccer Kid, Mighty Morphin Power Rangers, Dragon's Lair II, Contra, The Lion King

MEET THE REVIEW CREW!

ED SEMRAD

Ed's in gamer's heaven with both the Saturn and PlayStation now in the office. The Boss just has to play second fiddle until Ed gets back to 16-Bit reality.

Current Favorite Games:
Ridge Racer, Tama, Parodius Deluxe

DANYON CARPENTER

Dano's halfway through Star Control II and loving every minute of it! He breaks up the action with a few rounds of Dragon Ball Z 3 and Yu Yu Hakusho.

Current Favorite Games:
DBZ3; Yu Yu Hakusho MD; Star Con II 3DO

AL MANUEL

Al would like to say Merry Christmas to all his friends from across the country (you know who you are). Now send him some good games to play with!

Current Favorite Games:
DKC; Final Fantasy III; NBA Jam Super NES

SUSHI-X

It's getting so cold, I hear there's even snowflakes in sunny California. During this chilly season, I'd like to wish happy holidays and peace to all gamers.

Current Favorite Games:
DKC; Killer Instinct; FF III; Shodown II

MIKE WEIGAND

With the holiday season approaching, Mike had no trouble picking his game of the year – Samurai Shodown II with The King of Fighters a strong second.

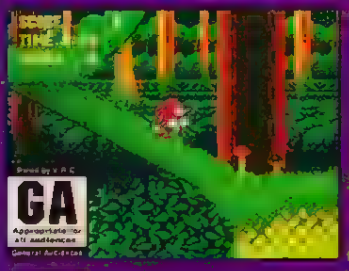
Current Favorite Games:
SSII; TKOF '94; Bubble Symphony

GAME OF THE MONTH

Genesis **Sega**

Sonic & Knuckles

Action	Release: Now
Levels: N/A	18 Meg



ED SEMRAD

Sonic & Knuckles is the ultimate Sonic game. This is the best game of the series and the lock-on technology offers new life to older games. Many new games can be plugged in. Six Fantastic graphics, sound and game play make this Sega's ultimate game and it gets my vote for Genesis Game of the Year! Put this on your holiday must-have list and hope Santa comes through! Don't be left out in the cold!

DANYON CARPENTER

Although S&K looks like every other Sonic game out there, just sit down and play for a while, and let the differences show themselves. Knuckles' new techniques add a whole new dimension to the Sonic genre! The levels are extremely colorful and detailed, especially for a Genesis game. And best of all, you can plug in Sonic 2 and 3 and play these games all over again. Truly a superb effort by Sega.

AL MANUEL

I must admit that I was getting tired of seeing a new Sonic game every year. Even though S&K seems to be more of the same, it still is an excellent game. The graphics and sound are totally cool, as are the special effects. Knuckles is a great new character in the Sega world with cool abilities. What makes the game even cooler is the lock-on technology that lets you play the old Sonic games with Knuckles. Awesome!

SUSHI-X

I must admit that I am getting a bit tired of the same Sonic theme, but I do believe that any Sonic game in and of itself is a top cart. The addition of Knuckles does add a new dimension, with his crawling and floating capabilities. The levels and graphics are top-quality Sega at its best. From the cool sounds to the expansive levels, it's fun to play. Also, it gets an extra point for the new lock-on technology it so well utilizes.

QUARTERMANN'S CHEAT SHEET

Power Instinct 2—the new fighting game that competes with MKII and Street Fighter II. With all the different characters and new, exciting moves, this game is sure to be a hit, not just at the arcade, but also for the home entertainment systems. As a sequel to Power Instinct, this game is even more challenging and displays many qualities than its predecessor lacked.

THIN NEN

FLASHING THUNDER FIST: ◄ ► ◄ + PUNCH
ORO BALL WAVE: ◄ ◣ ▼ ◢ ► A + C (SIMULTAN.)
THUNDER KICK: ▼ ◢ ► ◢ + KICK
FREEZE CURSE: ► ◢ ▼ ◣ ◄ A + C (SIMULTAN.)
SUPER SKELETON CHARGE: ALL 4 BUTTONS

KEITH WAYNE

SPIRAL KICK: ▼ ◢ ► — KICK
KNUCKLE BOMBER: ◄ (HOLD) ► + PUNCH
LIGHTNING SLASH: ▼ ◣ ◄ + PUNCH
ROLLING CANNON: ► ◢ ▼ + KICK
FINAL CRASH BOMBER: ◄ HOLD ► 2 PUNCH BUTT.

HATTORI SAIZO

BLUE FLAME SLICER: ◄ ◣ ▼ ◢ ► + KICK
DRAGON FLAMING FLASH: ▼ ◢ ► + PUNCH
FLAMING DRAGON BOMB: ▼ ◣ ◄ + PUNCH
TSUNAMI SLASH: WHILE JUMPING (360 MOTION) + PUNCH
SUPER FLAME BOMB: ▼ ◣ ◄ + 2 PUNCH BUTTONS

ANNIE HAMILTON

ANNIE DYNAMIC: PRESS D (HOLD 4 SEC & RELEASE)
PHOTON BURST: WHILE JUMPING ▼ ◢ ► + PUNCH
SWANI CLASH: ◄ ◣ ▼ ◢ ► + PUNCH
RAINBOW SLICE: ► ▼ ◢ + PUNCH
COSMIC WARP: ► + 2 PUNCH BUTTONS

REIJI OYAMA

THUNDER KICK: PRESS KICK RAPIDLY
THUNDER BALL: ▼ ◢ ► + PUNCH
FLYING DRAGON PUNCH: ► ▼ ◢ + PUNCH
SUPER SPIN KICK: WHILE JUMPING (360 MOTION) + KICK
SUPER DRAGON PUNCH: ► ▼ ◢ + 2 PUNCH BUT.

ANGELA BELTI

BODY ATTACK: ◄ (HOLD) ► + KICK
THUNDER WALL: A + C (SIMULTANEOUSLY)
WHIP ATTACK: ◄ (HOLD) ► + PUNCH
SMASH KICK: WHILE JUMPING ▲ ▼ + KICK
SUPER GIANT BUSTER: ◄ HOLD ► + 2 KICK BUTT.

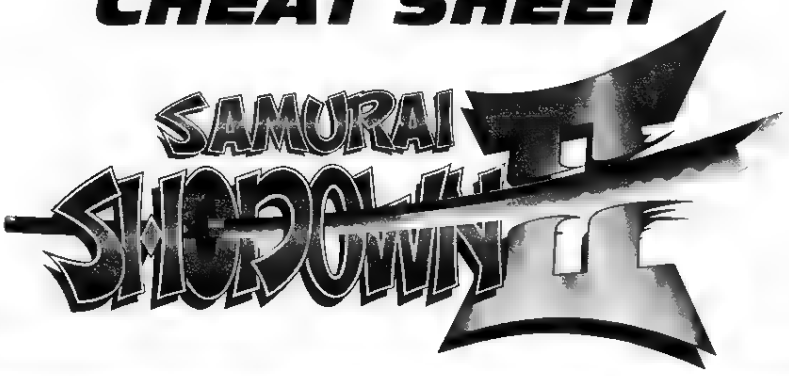
WHITE BUFFALO

ARROW SHOT: ◄ ◣ ▼ ◢ ► + PUNCH
BUFFALO STORM: ▼ (HOLD) ▲ + KICK
SMASH TACKLE BLOW: ◄ (HOLD) ► + PUNCH
FLYING ELBOW: WHILE JUMPING (360 MOTION) + PUNCH
SUPER TORNADO TOMAHAWK: ◄ ◣ ▼ ◢ ► + 2 PUNCH BUT.

SAHAD ASRAN RYUTO

FIRE STORM: ► ▼ ◢ + PUNCH
FIST OF FLAMES: ◄ HOLD ► + PUNCH
FLYING SABER ATTACK: ▼ ◢ ► + PUNCH
ARABIAN CHA CHA: ▲ HOLD ▼ + PUNCH
SUPER SABER ATTACK: ▼ ◢ ► + PUNCH BUT.

QUARTERMANN'S CHEAT SHEET



Hello again, fellow gamers! It's time to get down and dirty with a brand new fighting game. This Q-Letter is filled with awesome moves for some new characters and old favorites from Samurai Shodown II! The first Samurai Shodown rocked the arcades and people even bought the Neo•Geo home system just to get that game. This game is even hotter, with four new characters and brand-new special moves for old and new characters alike! Just tear out this sheet and take it to your local arcade to be a master at this new game before anyone else!

Note: These moves are done with the character facing right. The moves are opposite for the character facing left.

Kibagami Genjuro

TOHA KOUYOKUJIN: ►▼◣+ SLASH

OUKAZAN: ▼◢◄+ SLASH

SANRENSATSU (Kiba,Tsuno,Rin): ▼◣ ► + SLASH (3x)

Cham Cham

BOOMERANG ATTACK (Horizontal): ▼◣ ►+ SLASH

BOOMERANG ATTACK (Vertical): ▼◢◄+ SLASH

JUMPING SCRATCH: ▼◣ ►+ KICK

MOORA PAKUPAKU: ►◣▼◢◄+ D

Caffeine Nicotine

SPIRAL KICK: While Jumping, ◢▼◣ ► + KICK

BAKUSA JOUGEKI: ►◣▼◢◄+ SLASH

SHIKIGAMIREIFU Thunder: ▼◣ ►+ SLASH

SHIKIGAMIREIFU Fire: ▼◣ ►+ KICK

Neinhalt Sieger

BLITZ SIEGER ►◣▼◢◄ + KICK

VULCAN WEINEN: ▼◣ ► + A repeatedly

WOLF FANGEN: ►◄◢▼◣ + AB

TIGER KOPF: ▼◣ ► + C

Haohmaru

CRESCENT MOON SLASH: ►◢▼◣ + SLASH

CYCLONE SLASH: ▼◣ ►+ SLASH

RESSHIN ZAN: ► ▼◣+ KICK

SAKE ATTACK: ▼◢◄+ A

Nakoruru

ANNU MUTSUBE: ◄◢▼+ SLASH

LELA MUTSUBE: ▼◣ ►+ SLASH

KAMUI RYUSE: ▼◢◄+ SLASH

AMUBE YATORO: ►◣▼◢◄ + SLASH

Ukyo

SNOWFALL SLASH: ▼◢◄+ SLASH

SWALLOW SWIPE: While jumping, ◢▼◣►+ SLASH

AFTERIMAGE ATTACK: ▼◣ ►+ KICK

SNOWFALL KICK: ▼◢◄+ KICK

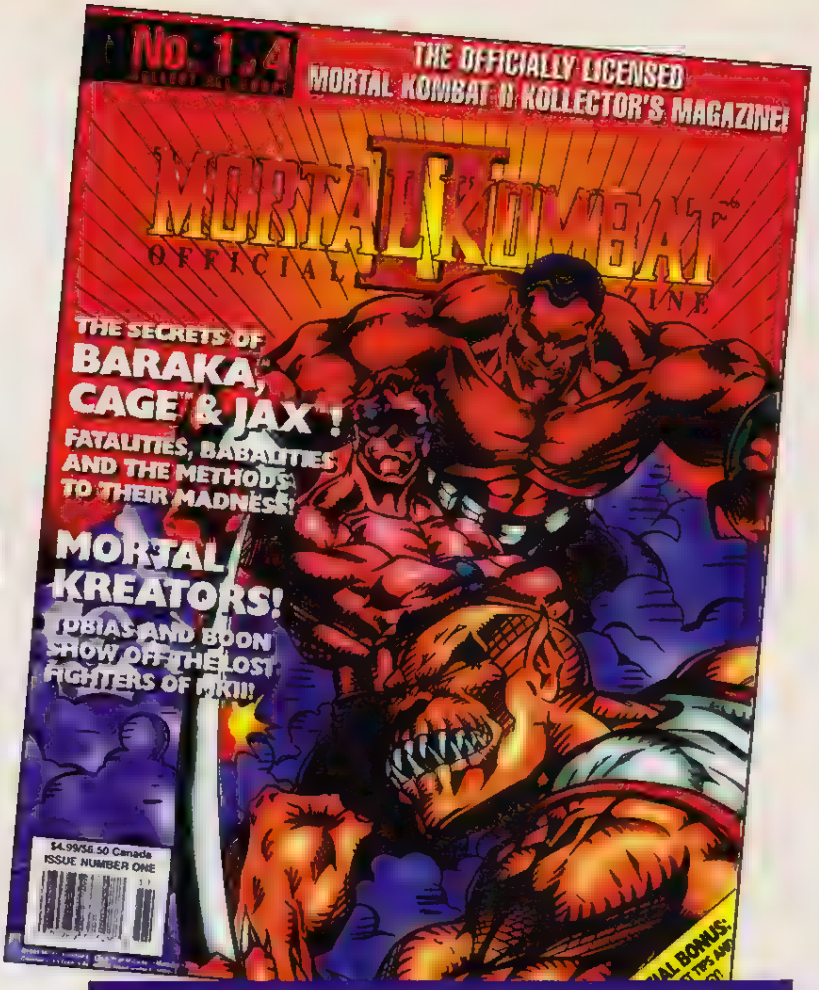
Charlotte

POWER GRADIATION: ◢▼◣+ SLASH

SPLASH FOUNT: SLASH Button repeatedly

TRI-SLASH: ►▼◣+ SLASH

GET READY FOR AN MKII™ K.O.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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Robotrek
Enix/Super NES

A Zelda-type RPG that is geared more toward younger players. Building your robot is a very cool idea, and there are several areas to explore and people to talk to. I just wish there was a little harsher tone to the whole thing.

ED	DANO	AL	SUSHI	MIKE
8	8	7	7	7

Carrier Aces
GameTek/Super NES

For those of you wanting a military flight sim with WWII aircraft, look no further. Carrier Aces does a great job of putting you in the cockpit of a classic fighter, and the strategy and two-player elements are a nice touch.

ED	DANO	AL	SUSHI	MIKE
7	7	5	5	8

The Tick
Fox Interactive/Super NES

The Tick is a side-scrolling punch-'em-out action title, with tedious action and plain enemies. The antics of the lead character are humorous at times, but it isn't enough to really make this title worthwhile.

ED	DANO	AL	SUSHI	MIKE
6	4	5	4	5

Ghoul Patrol
JVC/Super NES

A worthy sequel to Zombies Ate My Neighbors! The game play is pretty much the same, but a few new options have been added, like being able to jump and Boss characters. A great salute to old late-night horror movies.

ED	DANO	AL	SUSHI	MIKE
8	8	7	8	8

Dragon View
Kemco/Super NES

Yet another interesting twist on the RPG/action theme—this one presents more direct combat sequences in addition to the first person, traveling sequences. The action sequences themselves are particularly well done.

ED	DANO	AL	SUSHI	MIKE
7	7	6	7	8

Ballz

Super NES — Accolade

Fighting	Release: Now
Levels: N/A	8 Meg

Ballz is an extremely creative fighter with good graphics and sound. The game play takes a little getting used to in the way it moves. The control over your fighter is responsive and the Bosses are really cool. If you are looking for hidden moves, Ballz has lots of them. This is one of those games that grow on you, if you play it enough. Overall, I think Ballz is a pretty cool fighter with lots of nice features.

8

Tired of the same ol' fighting game? Ballz definitely wins originality points for its unique fighting perspectives, characters and original special attacks. The graphics are very clean and the control is right on par. However, the eight characters are limited in what they can do, so the game gets tiresome after a short while. If you are in desperate need of a new fighting game, Ballz will do, but at least rent it first.

7

The moment I saw Ballz, the first thing that came to mind was that this is the cheap man's Virtua Fighter. It seems to be built on the same premises as VF. The only difference, other than the graphics, is that the characters consist of balls. Hence the name. Anyway, I did like the sounds that had some humor to them. What killed it for me was it was easy to lose track of where your fighter was in the 3-D world.

6

The game's biggest strong point is the 3-D fighting world. This wider fighting area makes for a new type of strategy. However, the games moves and characters aren't what some hard-core fighting fans may want. The action is intense, and the sounds are both hilarious and complimentary, but the way it fights is more of a wrestling game. I would prefer more fighting with special moves, but it is still fun to bash!

6

Pagemaster

Super NES — Fox Interactive

Action	Release: Now
Levels: N/A	16 Meg

Pagemaster's visuals are directly from the movie, and the audio is really nicely done. The control is good, but the main character tends to slide around a little bit too much. Pagemaster's Mode 7 sequences are okay, but they aren't exceptional. Since I haven't seen the film, I don't know how closely the game follows it. If you can put up with a few instant hits, Pagemaster might interest you. Try it out first.

7

Another movie-to-game conversion comes to the Super NES. At least Fox took the time to create a game that was fun to play. The Pagemaster has all the right elements of a decent action title: brilliant graphics, good tunes and lots of interaction with the enemies and backgrounds. Alas, the control of the hero feels as if he's wearing roller skates at an ice rink. A decent game for the kiddies to chill out on.

7

I don't know whether to like this game or not. Pagemaster is pretty much just like any other action game, even though there are areas that utilize Mode 7. Oh yeah, the play mechanics, which take some time to get used to, are pretty cool. The sound is pretty decent. Aside from that, nothing in this game really jumps out at me. Don't get me wrong. I think the game is pretty good. It's just slightly above average to me.

6

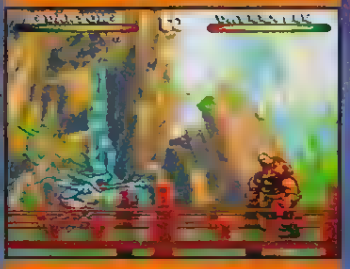
At first glance, the game looks bright and colorful. The characters, background and sounds are all done well. Yet, the game just doesn't seem to be very interesting. Don't get me wrong—it is a fun game to play, but it doesn't exceed the norm. It plays well except for an annoying slip and scrolling of your character. If you're into the film, you might enjoy it a bit more, or it may appeal more to a younger crowd.

7

Brutal

Super NES — GameTek

Fighting	Release: Now
Levels: N/A	16 Meg



Brutal boasts some great music and some wonderful graphics. The controls over your character are a little bit weak. You can't block, and the computer opponent will drill you with special moves until you're dead. I like the fact that you learn your special moves as you go and that you can use the password whenever you want, but the moves themselves are too hard to do. A good fighter but not the best.

7

Brutal takes on more of the real aspect behind martial arts: training. You can't just start this game and become a master since you will learn all the special moves as you fight. The drawback to this is the awkward password feature to save your progress. The control is a little quirky for my tastes, but surprisingly you can get used to it. It's not a bad effort and is quite fun to play after you learn all the moves.

7

Brutal is another fighting game that could have been more. The idea of having to learn special moves from the beginning is pretty original but was something I thought was unnecessary. It seemed more to take away from the game than add to it. It would have been nice to just throw projectiles or any other special move right off the bat. Other than that, the game is pretty standard. Another Joe-average fighter.

6

I really love the theme and philosophy of the game. The idea of learning the moves and earning ranks are a great new concept. However, the moves are a bit hard to do and the computer seems to use them excessively. The characters and techniques are very cool. Too bad it doesn't have a tight fighting feel. It takes a while to really get into, but it does have some good features if you are patient enough.

7

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Sonic Blastman 2
Taito/Super NES

A thoroughly enjoyable side-scrolling action game, with three characters loaded with moves and stages loaded with enemies! If you liked the first Blast Man, then you will definitely enjoy this second round.

ED	BANJO	AL	SUSHI	MIKE
8	7	7	8	8

Ardy Light Foot
Titus/Super NES

An appealing action game, with a great character and sidekick, the only problem is this one is very hard! Huge levels, lots of technique and menacing Bosses await. However, you really have to be patient with this one.

ED	BANJO	AL	SUSHI	MIKE
8	7	6	7	8

Sink or Swim
Titus/Super NES

A puzzle game that will have you hooked! There's plenty of strategy involved in this one where you must rescue the crew members on an ocean liner. This is a title for any puzzle fan. The graphics could be punched up though.

ED	BANJO	AL	SUSHI	MIKE
6	7	6	5	8

GA

Viewpoint
American Sammy/Genesis

American Sammy has done a good job at converting this Neo•Geo shooter. However, there is some bad slowdown, and the music comes nowhere near the original. Shooter fans, however will like it.

ED	BANJO	AL	SUSHI	MIKE
8	6	7	7	7

GA

Pagemaster
Fox Interactive/Genesis

This game would be enjoyable but the control just isn't there. Being able to select your stages with a particular theme was innovative, but after missing that jump for the hundredth time ... well you get the idea.

ED	BANJO	AL	SUSHI	MIKE
7	5	6	6	6

The Tick

Genesis — Fox Interactive

Action	Release: Now
Levels: N/A	16 Meg

I enjoy the Tick's comics, and the TV show's not all that bad. The game doesn't capture the Tick's comical character at all. The control is very limited with only a few moves. The same five enemies keep appearing until about halfway through the game. Even the subplots are uneventful. The audio is about left turned down. The Tick's graphics are dark, too. I was hoping this cart would do justice to a great comic.

5.0

Yikes! What you are looking at is the result of a good license being programmed by the wrong team. Although I've never read any of the comics, I have to believe my colleagues when they say this game doesn't do it justice. The sounds are ear-piercing beeps and squeaks, and our hero just doesn't have enough moves and techniques to make the game any fun. Sorry guys, but this one needs help.

4.5

I'm sorry, but what a boring game! That about sums it up for me about The Tick. The main reason I didn't find this game too exciting is that some of the levels are so unnecessarily long, that I just wanted to switch my Genesis off. I literally was starting to fall asleep. Also, the game isn't that hard, but there are times when you get plenty of cheap hits from stars or spears that get thrown from offscreen. Ugh! Not for me.

4.0

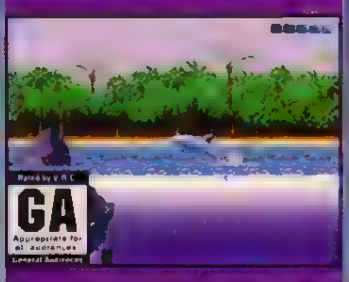
At first, I hadn't even heard of the Tick but I really enjoyed the big goofy guy on TV and the comics. The game is a platform story. Not only does it not retain the humor value of the show but the colors and backgrounds look drab. To further the fact, the backgrounds and enemies seem too monotonous. In addition, the Tick needs a few new moves and more attitude during the game to keep his appeal.

4.5

Ecco: Tides of Time

Genesis — Sega

Action	Release: Now
Levels: N/A	16 Meg



Ecco: Tides of Time really shows that Genesis games can be colorful. The backgrounds and animation are simply beautiful, with lots of eye-popping graphics. The quests are a lot harder than before, and sometimes you are left without a clue as to what to do. It controls just like the first one. I like the fact that you can transform into different creatures. I'd have to say that I really like Ecco and his adventures.

5.0

The first Ecco was a mind-blowing game, yet this version takes that feeling and doubles it! This game has some of the most colorful graphics and a beautifully orchestrated soundtrack. The number of puzzles have been reduced (thank you), and there is more action and adventure to keep you busy. The 3-D levels are a sight to behold as well. Ecco 2 is a definite must-have for all you dolphin lovers.

5.0

I'm not much of an Ecco fan, but I have to say that this isn't a bad game. The story has an interesting plot, and I like the main character. The graphics were okay, but I found many areas to be a little dithered with a lack of color. Ecco's animation was fantastic. The sound was there with some very soothing music. The thing I really didn't like was the awkward control of Ecco's swimming. Ecco fans should get into this.

4.0

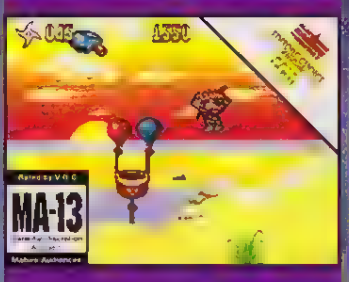
I have to say off the bat that I love animals and may be a bit biased toward this serine game. True, it is not as original the second time around, but you can't deny the gorgeous colors and screens that really show what a Genesis can do. The control is a little tricky but it is nice to have a new mode of movement to master. The quests are quite hard, maybe a bit too hard, but it will give you your money's worth.

4.0

Zero, the Kamikaze Squirrel

Genesis — Sunsoft

Action	Release: Now
Levels: N/A	16 Meg



I really enjoy Zero. It's very rare that a game combines great graphics with lots of technique. Zero is a consistent challenge throughout, and even hard-core gamers will be hard pressed to win it. I especially like the diving move. It's innovative and it goes well with the excellent control. Zero the Kamikaze Squirrel stands out as one of the best action cartridges on the Genesis. A must-buy for Genesis owners.

5.0

It looks as if Aero the Acro•bat is in for some trouble now. Zero is simply too cool. There's a never-ending array of techniques you can use to get through the levels, which are huge by the way! The background colors are very vibrant. It seems that companies are learning how to get around the Genesis' color limitations quite nicely. Zero the Kamikaze Squirrel is a definite must-have for every action game fan!

5.0

Zero is a surprisingly exceptional game for the Genesis. The graphics are detailed with a great color scheme. Zero, although able to kick butt, still looks cute. I like his little Bruce Lee animation when he clears a level. Pretty amusing. The sound is cool too, but the standout feature of the game is its play mechanics. Yes, he's got the standard action moves like jump and attack, but his swoop looks cool! Zero plays great!

5.0

Just when you thought there was nothing left for a mascot character to do ... along comes Zero. He is definitely a fresh little guy with all the moves of Bruce Lee, all the attitude of Sonic and some original techniques of diving and swooping. To complement the great technique is some very colorful Genesis graphics and sounds. Truly an exceptional action cart, this is right up there with his nemesis Aero!

5.0

You thought that the first one was good. Well, here's Pocky & Rocky 2.

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Brutal: Paws of Fury
GameTek/Genesis

Brutal has a very fresh idea (fighting as animals), but it really never comes together. The fighters are very appealing, but not being able to start with all the special moves somewhat hindered the excitement. Excellent graphics.

ED	DANO	AL	SUSHI	MIKE
7	6	5	6	6

Generations Lost
Time-Warner/Genesis

If you liked games like Out of This World and Black Thorne, then this will definitely appeal. The only problem was that the control wasn't as precise as it should be, and the scrolling was a little choppy. Otherwise an enjoyable ride.

ED	DANO	AL	SUSHI	MIKE
7	7	6	6	6

Red Zone
Time-Warner/Genesis

A difficult action game with a top-down perspective that takes some getting used to. Both the combat and aerial sequences are innovative and enjoyable with plenty of weapons to use and missions to complete.

ED	DANO	AL	SUSHI	MIKE
7	7	6	7	7

Lethal Enforcers II
Konami/Sega CD

The mayhem continues, this time in the Old West. Like the first, this one is a point-and-blow-away-the-bad-guys with better sound and music than the Genesis version. However, this one is a lot harder than the first one.

ED	DANO	AL	SUSHI	MIKE
7	7	6	6	7

Snatcher
Konami/Sega CD

It's nice to see a game for an older audience. Snatcher is a great adventure that has an intricate plot and nice graphics. While it is slow moving at times, the story will keep you rooted to your seat. A top-notch Sega CD title.

ED	DANO	AL	SUSHI	MIKE
9	9	7	8	9

EDITORS' CHOICE GOLD

Sega CD — **Sega**

Flashback

Action	Release: Now
Levels: N/A	CD-ROM

Flashback is always a fun game, no matter which system it's on. The Sega CD version is virtually identical to the cart. The music has been improved and the cinemas have been redone. They look pretty good, but they seem way too dark to me. Flashback has a long, intricate quest and a great story. If you don't already have the cart, I highly recommend picking this one up. It's one of the better Sega CD titles.

8

If you own the Genesis version, then you already own the Sega CD version. Unless you really want those cool cinemas and good tunes. The game is the same. And that's not bad at all. The animation has always been superb and the game is just a blast to play. Having to actually use your brain while playing a game these days is rare, but Flashback is there with the prefect mix of action and adventure.

7½

Flashback for the Sega CD is virtually the same as its cartridge counterpart, except that it has improved cinematic animations. It's a cool game with great character animations and a fantastic world to explore. The futuristic theme is pretty cool, too. I just think that upgrading just for the new cinemas isn't anything to write home about. It's a good game, but I'd be just as happy with the cartridge version.

7½

Flashback on any system is a great game but if you own the cart I can't recommend the CD. The music and cinemas are an improvement but only marginal. The game itself is very fun using both brains and reflexes to solve an intricate story. The animations and character movements are exceptional and worth playing just to watch the guy move. If you haven't already gotten the cart this is one CD worth the money.

8

3DO — **American Laser Games**

VR Stalker

Simulation	Release: Now
Levels: N/A	CD-ROM

There haven't been all that many good flight sims on the console market. VR Stalker is by far one of the better looking ones around. The full-motion video segments are a little bit overblown, but a few of them are really nice looking. The actual game is a little bit slow, and the radar is misleading at times. One really good feature is the choice of three planes. Each one plays differently. If flight sims are your thing, try VR.

8

I've always been a fan of flight sims and VR Stalker delivers. The more planes to choose from, the better and VR Stalker dishes out three incredible planes. The control is tight, which is what you need for a flight sim. The opening cinemas are okay, but I've seen better cinemas in SWC. The real test lies in the game and VR Stalker is not for players who want blistering shoot-'em-ups, this requires strategy.

7½

Well, VR Stalker was very impressive from the beginning with its full-motion, computer-generated animation sequence. It was something to see, but when it got down to the game, I said, "What happened?" It was so hyped from the opening cinema that I was let down because it didn't play that well. Flying the planes was tough and at times it was difficult to tell where you were. For serious flight sim fans.

6½

VR Stalker is a cool game right from the start. The graphics and the sounds are the good quality you'd expect from 3DO, but the game play is a little hard to get used to. The storyline is interesting but it's somewhat thin on details. The opening cinemas will initially draw you in, but as you play through the game it gets a little repetitive. This is one game that looks very impressive but doesn't quite play as well.

8

3DO — **PF Magic**

Pataank

Simulation	Release: Now
Levels: N/A	CD-ROM

Pataank is a strange game. Either you'll like it or hate it. The graphics are good, and the sounds are nice. Pataank has an original theme and I like the way it plays. Don't be fooled. It is pinball, so don't expect a lot of different things to happen during the course of the game. Pataank should be tried before you get it. I enjoy this title a lot, but the final decision is left up to you. Pataank is a really neat concept.

8

Great concept but hard to play. Pinball in a 3-D world sounds great, but when you're zipping around the screen, everything scrolls very choppy, making the experience a real test for your eyes. I do like, however, the way they set you up for each level with a specific objective, but trying to maneuver around the board is a chore. Pataank did nothing for me but pinball fanatics may find more to like than I did.

5

Normally, I like pinball games, arcade or video, but Pataank just failed for me. I will give it points for the original idea of a first-person view of the ball and the graphics were very good. There were different boards, too, but even with these I got bored very quickly. And with the various full-motion video throughout the layout, the game just got monotonous and I didn't care to play any longer. For hard-core pinballers.

5

It is surprising to see a pinball game in this 3-D type of format. I like pinball games but generally don't find them as good when they are made into video games. This one, however, has an original look and does play pretty well. There are a lot of items to collect or power-ups, but you must remember that it's pinball after all. This game will appeal a lot more to hard-core pinball players than the average video game fan.

6

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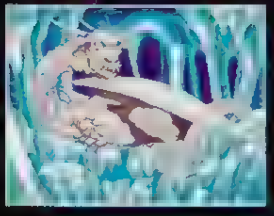

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

GA **Android Assault**
Sega/Sega CD

A side-scrolling shooter with a killer rock music soundtrack. Like others in the genre, there are several power-ups and weapons to collect. The only problem was the graphics; they were average considering this is CD.

ED	HANK	AL	SUSHI	MIKE
6	7	6	6	6

GA **Bouncers**
Sega/Sega CD

Superb graphics and excellent cartoon sequences are the highlight of this entertaining ball-bouncing game. This one is more fun when you go head-to-head against another person rather than the computer.

ED	HANK	AL	SUSHI	MIKE
6	6	5	6	7

Mad Dog II: The Lost Gold
American Laser Games/3DO

Ah, yes, more Mad Dog. This sequel is more of the same—point and shoot! Mad Dog is back, and nastier than ever, but after going through the game a few times, you'll probably lose interest. Good game play though.

ED	HANK	AL	SUSHI	MIKE
7	6	5	6	7

Soccer Kid
Studio 3DO/3DO

Soccer Kid has to be the first side-scrolling game where you use the ball as a weapon. Loaded with technique (using the ball), this game has excellent graphics, but the sound effects could be punched up a little.

ED	HANK	AL	SUSHI	MIKE
6	5	6	7	7

GA **Mighty Morphin Power Rangers**
Sega/Game Gear

Well, here they are again. There is plenty of action to be found in this version of the popular television show. All the Rangers are here, and lots of moves as well. Playing as the Megazord is a cool feature. If you love the Rangers...

ED	HANK	AL	SUSHI	MIKE
7	7	5	5	7

CD-i — Philips

Dragon's Lair II

Adventure	Release: Now
Levels: N/A	CD-ROM

This game was one that I wished I had played through in the arcade. It was a cool coin cruncher but much too expensive. Now, the CD-i brings the game home almost exactly the same. One element that sets this one above the original is the fact that you can pick up items along the way. The video footage looks good, and the control is just like the arcade. If you own a CD-i, you'll probably want this one.

Philips has yet to release a bad FMV game. Dragon's Lair II takes on a side of Dirk that we've never seen. There are more scenes to interact with, more action and more fun than in the previous version. Of course, once you master the game it can get redundant quickly, but you are treated to one heck of a cool game. Oh, and if you don't have the Touch Pad, get out of your cave and pick one up.

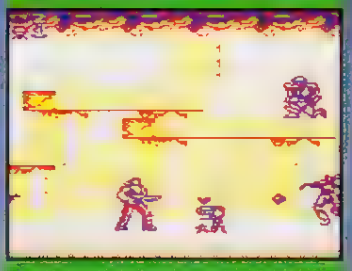
When DL first came out to the arcades, I totally got into it. Full motion was cool back then. But now it's just another FMV game, and there really isn't much interaction. All you do is point in a direction or press a button to use Dirk's sword. Ho-hum! It really isn't much of a game. And yes, the scenes are straight from the arcade, but many times the machine's limits make the scenes look too blocky. A one-shot deal.

The most important thing on a game of this type is accurate controls, and the CD-i delivers. The game looks almost as good as its arcade counterpart and plays just as well. I liked the original as well as the sequel. The sequel, however, had long sequences that would start you from the beginning if you died. It's better as a home game since you don't waste money. Plenty of tapping fun and items await you.

Game Boy — Konami

Contra: The Alien Wars

Action	Release: Now
Levels: 5	1 Meg



I was extremely surprised by the GB Contra. It was a near-perfect translation of the Super NES game. It even has the scaling plane that drops the bombs. Contra: Alien Wars plays well, and even though a few Bosses have been deleted or changed, you should love it. With the Super Game Boy, it's even better. The music is much better than I expected out of the GB. Contra: Alien Wars is an excellent game.

Whoa, look out! I never expected that a Game Boy could match the Super NES version so closely. All the enemies, levels and special effects, like the scaling jet in the first level, are faithfully reproduced. The attention to detail is great and the bosses are just as challenging here as they are in 16-Bit. Game Boy owners, you're in for a treat with this one. Konami pulled out all the stops to create a winner.

For a Game Boy, this version of Contra is pretty darn good! The graphics, although inferior to the 16-Bit version, look great and when you use the Super Game Boy, the sound is very impressive. Even though you miss some of the cool Mode 7 effects from the Super NES, this one still holds its own. I just wish that the fire and jump buttons were closer together when you use the Super NES controllers. A fine game.

Wow, I never thought they'd be able to put this much action into the Game Boy. This game plays and looks surprisingly good even on a portable. The sounds, graphics, and game play are all top quality. The only drawback is that on the Super Game Boy the button configuration is really hard to use. Other than that, the game is excellent in all regards. This is a great cart to take with you on trips.

Game Gear — Sega

The Lion King

Action	Release: Now
Levels: 10+	4 Meg

The Lion King for the Game Gear has the appearance of its 16-Bit brothers, and a little bit more control. The colors are bright and plentiful. The audio still needs a little help. Like I said before, the control is a little bit tighter here. The levels are huge and the detail in them sets new standards on the Game Gear. This one is a must-get if you own a Game Gear. Not many games excel in so many parts.

Fantastic! The Lion King makes a great portable game, and I'm glad to see that it survived the conversion nicely. The colors and graphics are incredibly colorful and clean. I'm also happy to see that the levels are different from the 16-Bit platforms. The control is absolutely flawless, which makes this game so much fun to play. The Lion King is challenging enough for the older gamer and still fun for the kiddie in you.

Ahhh! Now for some color! The Lion King is another fairly decent portable. It follows the story of the film and has some graphic changes from the 16-Bitters. The most notable of which is the stampede scene. It's a little easier, but that's okay. It was kinda tough before. As far as playability, TLK holds its own and can hang with the others. Veteran gamers can get into it easily as well as kids.

I like the 16-Bit versions and this game seems to capture all the aspects that made them great. The colors and soundtracks are excellent from start to finish. Like the 16-Bit versions, the game play isn't great, but it is fun to swing and run. This game will instantly appeal to kids as well as experienced gamers. With detailed levels and good control, this is one game portable fans will want to get.

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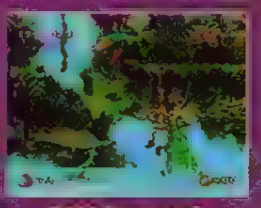

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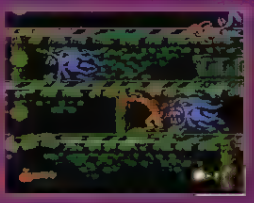

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EGM's HOT TOP TENS

TOP TEN NOTABLE MOVES IN FIGHTING GAMES

Yes, we all love fighting games ... but, why? Because of the moves, silly! Special moves are an integral part of any fighting game, and here are 10 we think are worthy of mention—some are unique and cool looking, others are cheap and make you grind your teeth every time you are unable to block and get hit by one of them!

Zanretsu-Ken
KING OF FIGHTERS '94

Dragon Punch
STREET FIGHTER II

Power Wave
FATAL FURY SPECIAL

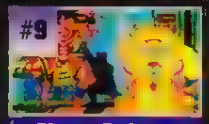
Whirlwind Kick
STREET FIGHTER II

Crescent Moon Slash
SAMURAI SHODOWN

Uppercut
MORTAL KOMBAT II

Scorpion Spear
MORTAL KOMBAT II

Dragon Bullet
FATAL FURY 2



Ahew Baboor
SAMURAI SHODOWN

Tornado Kick
KING OF FIGHTERS '94

EDITORS' TOP TEN

Is it any wonder? Samurai Shodown II easily races to the numero uno spot. Go for it Charlotte!

#1	Samurai Shodown II / SNK	
NEO	1 Month	-

#2	The King of Fighters '94/SNK	
NEO	1 Month	-

#3	Demon's Crest/CAPCOM	
SNES	5 Months	▽

#4	BEX/CRYSTAL DYNAMICS	
3DO	1 Month	-

#5	Doom/SEGA	
32X	1 Month	-

#6	Super Punch-Out/NINTENDO	
SNES	1 Month	-

#7	Donkey Kong Country/NINTENDO	
SYS	2 Months	▽

#8	Bubble Symphony/TAITO	
ARC	1 Month	-

#9	Earthworm Jim/PLAYMATES	
GEN	2 Months	-

#10	Pocky & Rocky 2/NATSUME	
SNES	9 Months	-

READER'S TOP TEN

Oh, goodie—it's holiday season time and this is when selling gets big! With all the new systems slated for release in the upcoming months, things should be getting very interesting! Here are this month's picks!

#1 Mortal Kombat II/SNES

Surprise! Look at which game is number one again.

#2 Mortal Kombat II/ARCADE

Still munching up coins in the arcades.

#3 Mortal Kombat II/GENESIS

No blood code needed with this Genesis version.

#4 Donkey Kong Country/SNES

Moving up in the world, this fantastic title is hot.

#5 Street Fighter II/SNES

Will this one ever leave the charts for good?

#6 ActRaiser 2/SNES

The story continues with this great sequel.

#7 Super Street Fighter II Turbo/ARCADE

The Akuma Boss Code just makes this one better.

#8 Eternal Champions/GENESIS

Enough of this one, where is the CD version?

#9 Mortal Kombat/SNES

The original still holds onto the charts at number 9.

#10 Super Street Fighter II/SNES

I'm a little Cammy and I now have my revenge! So there!

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EGM's Hot Top Tens

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of October 24, 1994.

3DO

#1	WAIALAE COUNTRY CLUB/PANASONIC	1 Month	-
#2	VR STALKER/AMERICAN LASER GAMES	1 Month	-
#3	WAY OF THE WARRIOR/UNIVERSAL INTERACTIVE	2 Months	▽
#4	ROAD RASH/ELECTRONIC ARTS	2 Months	▽
#5	JOHN MADDEN NFL '94/EA SPORTS	3 Months	▽
#6	AD&D SLAYER/ELECTRONIC ARTS	2 Months	▽
#7	SHOCK WAVE/ELECTRONIC ARTS	4 Months	▽
#8	MEGA RACE/MINDSCAPE	1 Month	-
#9	GUARDIAN WAR/PANASONIC	2 Months	▽
#10	STAR CONTROL II/CRYSTAL DYNAMICS	1 Month	-

SUPER NES

#1	FINAL FANTASY III/SQUARE SOFT	1 Month	-
#2	MORTAL KOMBAT II/ACCLAIM	2 Months	-
#3	ILLUSION OF GAIA/NINTENDO	1 Month	-
#4	MIGHTY MORPHIN POWER RANGERS/BANDAI	2 Months	△
#5	TECMO SUPER BOWL/TECMO	1 Month	-
#6	BLACKTHORNE/INTERPLAY	1 Month	-
#7	TROY AIKMAN FOOTBALL/WILLIAMS ENTERTAINMENT	1 Month	-
#8	MAXIMUM CARNAGE/ACCLAIM	2 Months	▽
#9	BREATH OF FIRE/SQUARE SOFT	3 Months	▽
#10	THE SECRET OF MANA/SQUARE SOFT	9 Months	▽

GENESIS

#1	NHL '95/EA SPORTS	1 Months	-
#2	SONIC & KNUCKLES/SEGA	1 Month	-
#3	BILL WALSH COLLEGE FOOTBALL '95/EA SPORTS	2 Months	▽
#4	SHINING FORCE II/SEGA	1 Month	-
#5	COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP/SEGA	1 Month	-
#6	MORTAL KOMBAT II/ACCLAIM	2 Months	▽
#7	BEAVIS & BUTT-HEAD/VIACOM	1 Months	-
#8	MIGHTY MORPHIN POWER RANGERS/SEGA	1 Month	-
#9	BATTLETECH: A GAME OF ARMORED COMBAT/ABSOLUTE	1 Month	△
#10	RISK/PARKER BROS.	2 Months	-

SEGA CD

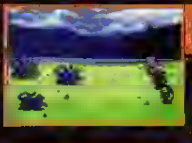
#1	HEART OF THE ALIEN/VIRGIN	1 Month	-
#2	ADGD: EYE OF THE BEHOLDER/SEGA	2 Months	-
#3	VAY/WORKING DESIGNS	4 Months	△
#4	ESPN BASEBALL TONIGHT/SONY	1 Month	-
#5	BRUTAL: PAWS OF FURY/GAMETEK	3 Months	▽
#6	TOMCAT ALLEY/SEGA	5 Months	△
#7	DUNE/VIRGIN	1 Month	-
#8	STAR WARS 3-D: REBEL ASSAULT/JVC	4 Months	▽
#9	DRAGON'S LAIR/READYSOFT	1 Month	-
#10	WHO SHOT JOHNNY ROCK/AMERICAN LASER GAMES	1 Month	-

GAME GEAR

#1	MORTAL KOMBAT II/ACCLAIM	2 Months	-
#2	STAR TREK: ADVANCED TUTORIAL/ABSOLUTE	1 Month	-
#3	ALADDIN/SEGA	6 Months	▽
#4	PINBALL DREAMS/GAMETEK	2 Months	▽
#5	THE JUNGLE BOOK/VIRGIN	1 Month	-
#6	CAESAR'S PALACE/VIRGIN	1 Month	-
#7	NBA JAM/ACCLAIM	8 Months	-
#8	X-MEN/SEGA	9 Months	▽
#9	ECCO THE DOLPHIN/SEGA	5 Months	-
#10	POKER FACE PAUL'S SOLITAIRE/SEGA	2 Months	-

NUMBER ONE GAME FOR EACH SYSTEM

3DO
Waialae Country Club by Panasonic



SUPER NES
Final Fantasy III by Square Soft

GENESIS
NHL '95 by EA Sports

SEGA CD
Heart of the Alien by Virgin

GAME GEAR
Mortal Kombat II by Acclaim

EGM'S HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special *EGM* Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's *EGM*'s Top Tens to get the results! It's that easy! CALL TODAY!

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1. SNES/Mortal Kombat II
2. SNES /Street Fighter II Turbo
3. SNES/ActRaiser 2
4. SNES/Super Empire Strikes Back
5. SNES/Super Street Fighter II
6. SNES/Stunt Race FX
7. SNES/Donkey Kong Country
8. SNES/Earthworm Jim
9. SNES/Super Metroid
10. SNES/Tetris 2
11. SNES/Super Return of the Jedi
12. SNES/Super Mario All-Stars
13. SNES /The Jungle Book
14. SNES / Mega Man X^2
15. SNES/Aero the Acro•Bat
16. SNES/Zero the Kamikaze Squirrel
17. SNES/Demon's Crest
18. GENESIS/Mortal Kombat II
19. GENESIS/Earthworm Jim
20. GENESIS/Street Fighter II CE
21. GENESIS/Jurassic Park
22. GENESIS/Mortal Kombat
23. GENESIS/Lethal Enforcers II: Gunfighters
24. GENESIS/Streets of Rage 3
25. GENESIS/Sonic the Hedgehog 3
26. GENESIS/Sonic & Knuckles
27. GENESIS/Contra: Hard Corps
28. GENESIS/Castlevania Bloodlines
29. SEGA CD/Snatcher
30. SEGA CD/Sonic CD
31. SEGA CD/Ground Zero, Texas
32. SEGA CD/Heart of the Alien
33. SEGA CD/Silpheed
34. SEGA CD/Mortal Kombat CD
35. DUO/Street Fighter II CE
36. DUO/Dracula X
37. 3DO/Road Rash
38. NEO•GEO/World Heroes 2 Jet
39. NEO•GEO/Samurai Shodown II
40. NEO•GEO/The King of Fighters '94
41. NEO•GEO/Art of Fighting 2
42. NES/Kirby's Adventure
43. NES/Mega Man VI
44. GAME GEAR/Mortal Kombat II
45. GAME GEAR/The Incredible Hulk
46. ARCADE/Mortal Kombat II
47. ARCADE/Super Street Fighter II Turbo
48. ARCADE/Mortal Kombat III

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through December 30.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

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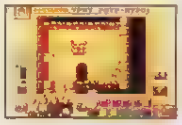

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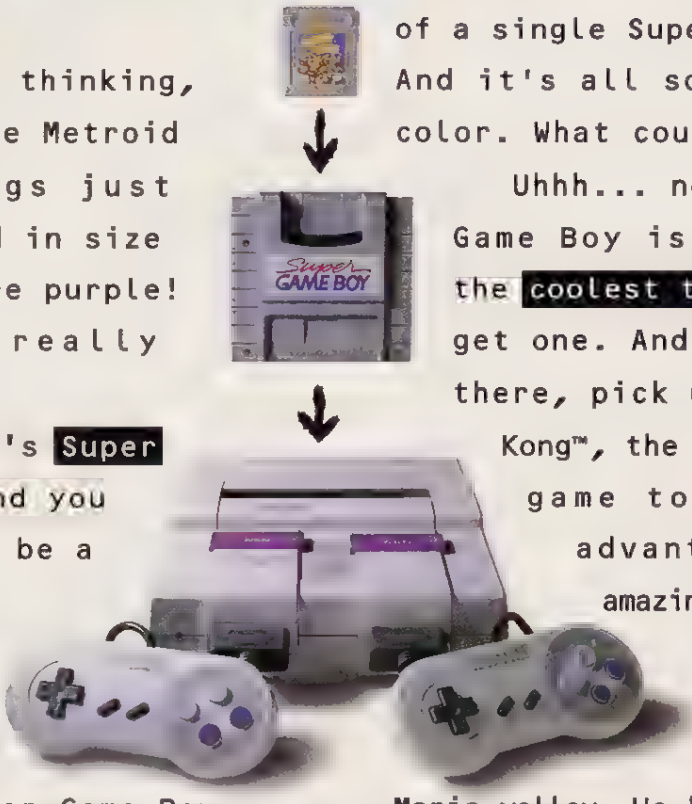

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GAMING GOSSIP

...MORTAL KOMBAT 3 UPDATE...
...SUPER GENESIS GETS GREEN LIGHT...
...GAME GEAR COMES TO GENESIS/32X...
...SONIC 5 IN PRE-PRODUCTION...
...NEO-GEO CD-ROM BLOWS AWAY...
...STREET FIGHTER 2 SITS IN STORES...
...STARFOX AND EW JIM GET SEQUELS...
...WATERWORLD GOES VIDEO...

...It's Ho Ho Ho time once again kiddies and the Q-Minator has a sack full of holiday gaming goodies that will rival anything that the Fat Man can put under your tree. You won't gain the poundage devouring this month's montage of tasty morsels from the guru, but before I feed you the main course, here's an appetizer to settle your stomach: Seems Mortal 3 has been pushed back until at least April '95. With crowds doing the wild thing over Killer Instinct and another coin-op in the pipeline, seems Midway would rather push the latest MK back instead of clogging the pipes with product ... Switching gears to Sega, the head honcho tells me that the Super Genesis will clock in next year at under 200 beans! While the Q has the complete specs and predicts that SG will be the system of the '90s (well, at least '95), the star of this show will be the softs. Everybody's doing 32X and with a price tag under the game system speed limit, you can expect the widest appeal of all ... Other news from inside Sega's inner sanctum center around a new convertor that the Hedgehogs have been working on that will let everyone play their Game Gear wares on the Genesis/32X! While they're a season late (we'll call it a Super Game Boy carbon copy for now), the Q hears that there's a new all-in-one portable on the way that will put all the hand-helds to shame...

...While we're on the 32X subject, seems Sega made some last-minute additions to the unit that gives the upgrade the hiccups when plugged into ancient Genesis units. Sega tells yours truly that the problems, however, will be virtually non-existent ... Look for a new version of Sonic to grace 32X game screens sometime soon and Sonic 5 has been seen by these eyes only in a very preproduction state. The Q calls it 10 percent done, but look for more than one new character ... Also due for the 32X soon after release will be Mortal Kombat 2 and NBA Jam Tournament Edition from Acclaim. EA will also be releasing NHL Hockey, and Interplay will step up to bat with a new rev of Boogerman ... The Neo•Geo CD-ROM system is doing very well thank you, as SNK reports they've blown through the first 50,000 units shipped. The production continues to lag, however, because of a major problem with the RAM chips packed into this puppy...

...Is the Super era of Street Fighter nearing its end? While the Q would say reports of Ryu's death are greatly exaggerated, the *New York Times* didn't bat an eye in reporting that Capcom is sitting on over a million of the carts as their stock plummets. Looks like the big boys in the front office were right after all when they pegged this baby as being too much like its predecessors. The upcoming SF movie and the sure-to-be sequel in '95 are sure to keep awareness flying, but just how much more of a pounding Ken and Co. can take from their digitized or otherwise visually-enhanced brethren remains to be seem ... On the Nintendo front, the Q has walked into a wasteland (if you don't count that new project they have on the way—can we say 64X?). Although DK fever is sweeping the nation (a game the Q first told you about on these pages about, say, two years ago), the big 'N' seems to be putting their eggs into that banana's basket, with only StarFox 2 on tap so far in '95...

...Fresh off of his release of Earthworm Jim, David Perry and his gang of polished programmers at Shiny Entertainment are getting ready to hit the keyboards to tap out the sequel for '95. The worm is definitely back and gamers will likely see him "eat dirt" as he digs his way out onto several of the leading next-gen systems, including the 3DO and Atari Jaguar ... Look for the mega-bucks Costner release *Waterworld* to hit the gaming screens courtesy of both Ocean and Interplay. This action-packed tale of a webbed warrior (with gills to boot!) will land on the 3DO, PlayStation and PC CD-ROM courtesy of Interplay, while Super Nintendo, Game Boy, Genesis, 32X, Game Gear, Ultra 64 and Jaguar go to Ocean. Um, the Q hates to break it to you, but, er, the movie's getting some major league razzes from the trade magazines. Then again, Ocean did pick *JP* instead of Armando's *Last Action Hero* last year...

...Before the Q leaves you this month, let me bid you a fond farewell and clue you in on the next generation of gaming magazine from the boys who bring you *EGM.* Coming in just 60 days is a new magazine exclusively for machines buffed-up over the 32-Bit barrier! Don't miss it...

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GAME 1.■■ıLOAD/STAR■ıı■. .<< *THE.LE-GEND. .≠OF TULLY(ı!BODINE™*.AN(*INST..ANT■▷CULT..CLASSSIC■ıı STARRI■ıı■NG NED BEATTY))WRITTEX XBY--RON COBB.)))

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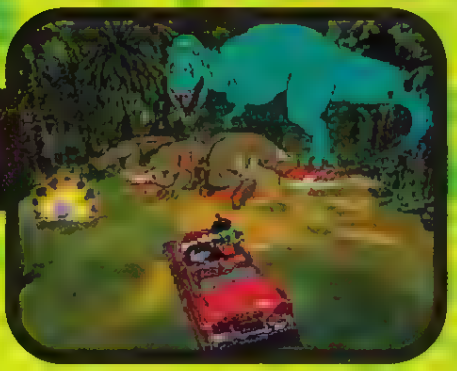

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PRESS START

JAPAN ONLY

SEGA'S SATURN LAUNCHED IN JAPAN

Around Nov. 22, Sega will be blasting gamers into another dimension in Japan with the release of the Saturn.

Priced at $475, there will be four games available: Virtua Fighter, WanChai Connection (formerly the Chinese Detective), Mah Jong Tenjiku and Tama, a puzzle game from Time-Warner Interactive.

Hopes are high that the 32-Bit system will do well and Sega has many highly-anticipated titles in the works.

Besides Clockwork Knight and Daytona, Sega of Japan is working on a Star Wars cart for the Saturn.

Some other games in the works are: Human's Fire Pro Wrestling, Pretty Fighter X, Blue Seed, Gotha (a futuristic war simulation) and a new version of the ever-popular Shinobi. The award-winning CD-ROM game Myst is also making its way onto the Saturn. Another title that is sure to catch gamers' attentions will be a new version of Golden Axe.

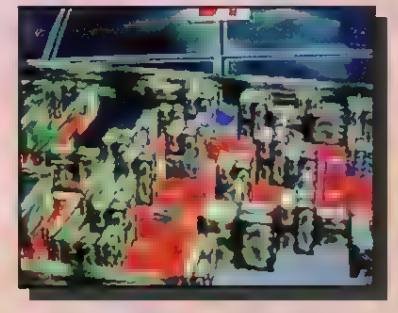
To play the many different types of games on the Saturn, Sega has readied an assortment of top-notch controllers such as a six-way controller plug-in that utilizes both of the cartridge ports. A six-button, rapid-fire controller has been specially designed to support up to 12 players at once. The multiplayer adapter will come in handy for the numerous sports games that will be made for the system, including a soccer game called Victory Goal. A six-button conventional controller and a mouse-shaped controller have also been developed, as well as a steering wheel controller that will sell for around $149 U.S. dollars. The steering wheel will be a real plus with Daytona and some of the other racing and flight simulator games Sega has planned for their sixth planet.

Although the Saturn has a high price-tag, it should provide plenty of high-quality excitement. And with the excellent games and controllers to be released, gamers should be pleased with their Saturn purchase.

The Saturn will be launched in Japan at the end of November.

V-Saturn is on the way from Victor.

VIRTUA FIGHTERS KICKS!



THE STORY OF "TAMA".

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- K Eternal Champions®
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- O Dargon Ball Z-2® (part 2)
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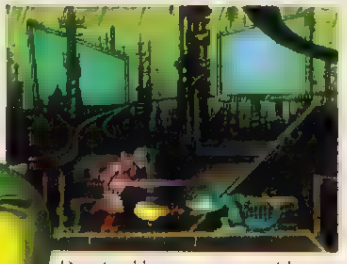
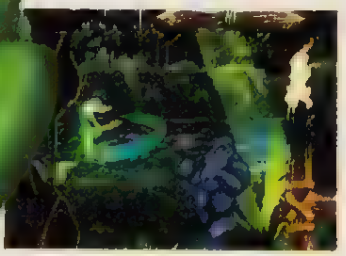
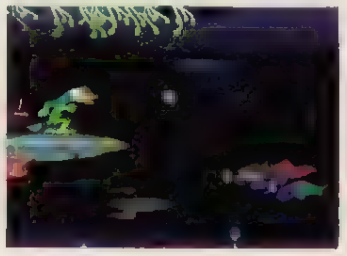


Dana Gould, hyperactive star of his own HBO* cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action. 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. *(Legal weasels require we be vague.)*

Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

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EGM EXCLUSIVE!

NAKI TO UNLEASH 3DO WIRELESS CONTROLLERS

The 3DO is gaining momentum heading into this year's holiday season. Several games are being released just in time for the holidays. Street Fighter II Turbo and Star Wars Rebel Assault are just two of them.

Other games like Way of the Warrior and Jurassic Park have been out for a while and are causing gamers to sit up and take notice of the 3DO system.

Here's a first look at the Nakitek wireless controller for the 3DO. The colors will be black and will match the colors of the 3DO.

Both game and accessory developers are hopping onto the 3DO bandwagon as its popularity increases.

Nakitek has always delivered innovative gaming products in the past, and this time around, they are unveiling a wireless controller for the 3DO.

The controller utilizes Nakitek's IR wireless technology. The no-wires approach provides gamers with a solution to the problem of tangled-up cords and gives them more maneuverable game play.

It has a range of up to 40 feet and will cost $49.99. Two controllers and an infrared sensor will be packaged together. The infrared sensor plugs directly into the cartridge port on the 3DO.

Slow motion and independent turbo control are also features included on the buttons of the Nakitek infrared cordless controller system.

There are many new 3DO platforms coming onto the market in the next few months—one from Goldstar, another from Sanyo and a new Panasonic HZ-10J front-loading 3DO being released in Japan. Nakitek's wireless controllers will be compatible with each of the 3DO systems that are coming onto the market.

Gamers will be able to utilize this newest controller technology on the 3DO.

THE GAMESAVER

Nakitek's GameSaver will get you to your holiday dinner table on time. The device allows gamers to save the spot where they left off in any game for the Super NES or Sega Genesis. So you can return later and resume play where you left off. In addition, if you lose a life and the game ends, you can resume where you last saved the game. GameSaver also offers a true slow-

motion feature that lets the user play many Super NES and Genesis games at half speed. It will retail for $49.99. Another member of the Naki family is the GameSaver Plus.

It will remember play for more than 20 hours and will allow you to save a cool part or trick in any game, you can take it over to a friend's house.

SEGA'S POWERING UP THE 32X ONE STRIP AT A TIME

What if you're planning on investing in a 32X and you already have a Sega Genesis, an Activator, a Sega CD, your television, VCR, stereo and any other home entertainment equipment plugged into the outlet in your den or bedroom?

If you haven't figured it out by now, an ordinary power strip won't cut it because all of the adapters use two spots on a regular power strip. The 32X also has an adapter that needs to be plugged in. Keeping you powered up might have been a chore with an ordinary household power strip. Sega knew this was going to be a problem, so they came up with the Sega Power Strip. The strip accepts up to five Sega AC adapters or household plug-ins. It features surge protection and an on-and-off switch. It's a great way to stay powered and feel the energy of the 32X-factor.

SCOTTIE'S SLAM CITY RECORDING SESSION

Scottie Pippen takes a time-out from his recording session of "Respect," the theme song from his Digital Pictures video game Slam City.

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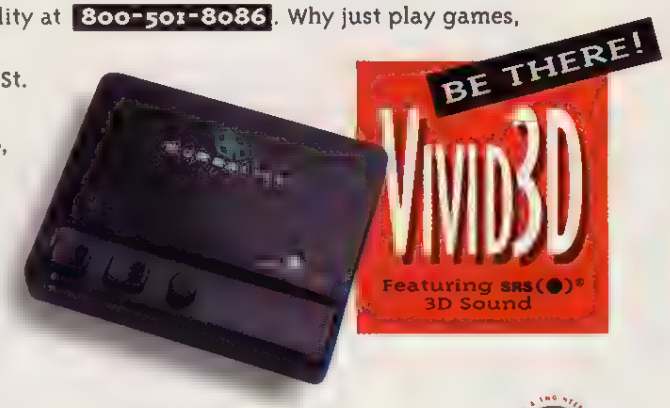
Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ✦ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front row of a live concert. It means you'll never listen to your games the same way again. According to *Electronic Gaming Monthly* magazine, the VIVID 3D "redefines sound as we know it." ✦ The VIVID 3D is easy to hook up to any Nintendo, Sega or similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (•)® sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers. ✦ For a store near you, call NuReality at **800-501-8086**. Why just play games, when you can be there? ✦ NuReality, 2907 Daimler St. Santa Ana, CA 92705-5810. Telephone: (714) 442-1080, Fax: (714) 852-1059.

NUREALITY



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RETAIL VISION 1994 Winner Best Product

INNOVATIONS CONSUMER ELECTRONICS SHOW

* SRS (•) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1993. © 1994 NuReality. All rights reserved. All product names are trademarks or registered trademarks of their respective holders. G3

SEGA'S ADVERTISING CAMPAIGN BEATS GAMERS OVER THE HEAD!

Many companies advertise to gain the public's awareness of their new products and technology.

Sega's "Welcome to the Next Level" slogan has made gamers aware of the the company's brand name. Sega's advertising firm, Goodby-Silverstein, has not only informed gamers, but they also have used humor to drive the Sega message home. Humor in advertising is an important component. It gets peoples' attention (even those who might not otherwise play video games).

To promote the Sonic & Knuckles game alone, Sega spent upward of $45 million. Sega's most recent batch of commercials have taken advertising to another level.

The Morgue commercial features a boy who enters a morgue to identify the remains of his old gaming equipment. The equipment is hidden under a sheet and is pulled out on a stretcher by a county coroner. He asks the boy to identify the remains of his old (Nintendo) gaming equipment. The man asks the boy what to do with it, "burial or cremation."

The boy says without hesitation, "BURN IT!"

Another commercial features a Game Boy user, who sees a dead squirrel at his feet. He picks up the squirrel and hits himself in the head causing the player to have a colorful hallucination. The message of the commercial states that you can get Sega's color portable Game Gear and avoid the pain.

Sega's trying to put a nail in the coffin of their competition with burning-hot commercials.

Most recently, the Sonic & Knuckles commercials featured Santa's creative elves who say they came up with the Knuckles game. Santa didn't want the new technology so they sold it to Sega. Sitting poolside, the Elves tell the listeners this and call their old boss Santa, "Fat Man."

This commercial shows a Game Boy user hitting himself with a dead squirrel.

At the end of the commercial after seeing colors, the squirrel yells.

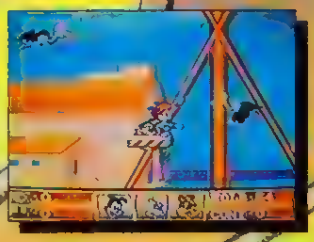
This is the saying at the end of "Elves sell Sonic & Knuckles."

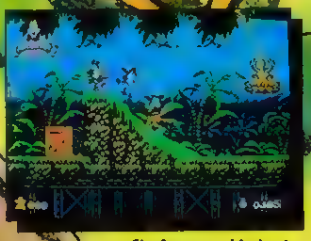
YOU'RE ABOUT TO TAKE
THE WILDEST TOUR EVER.
NOTHING CAN STOP YOU.

ANIMANIACS

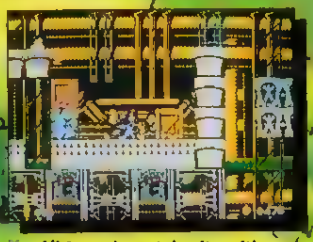
Ooh. Sorry about the bumps!

Jump, dash, bounce and climb on each other's shoulders to overcome a slew of Tinsel Town Traps. And be sure to pack your pockets with Movie Classic Power Ups.



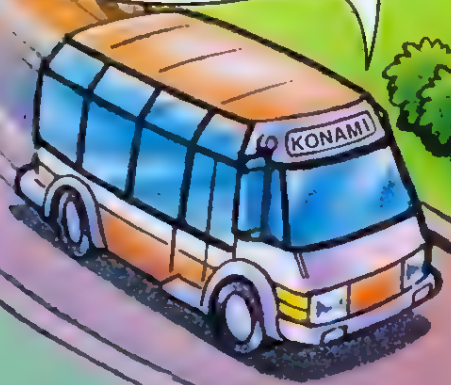


Six famous, big budget movie sets have gone WILD now that Yakko, Wakko and Dot are up to their zany tricks. Find the missing movie props before the studio goes haywire!



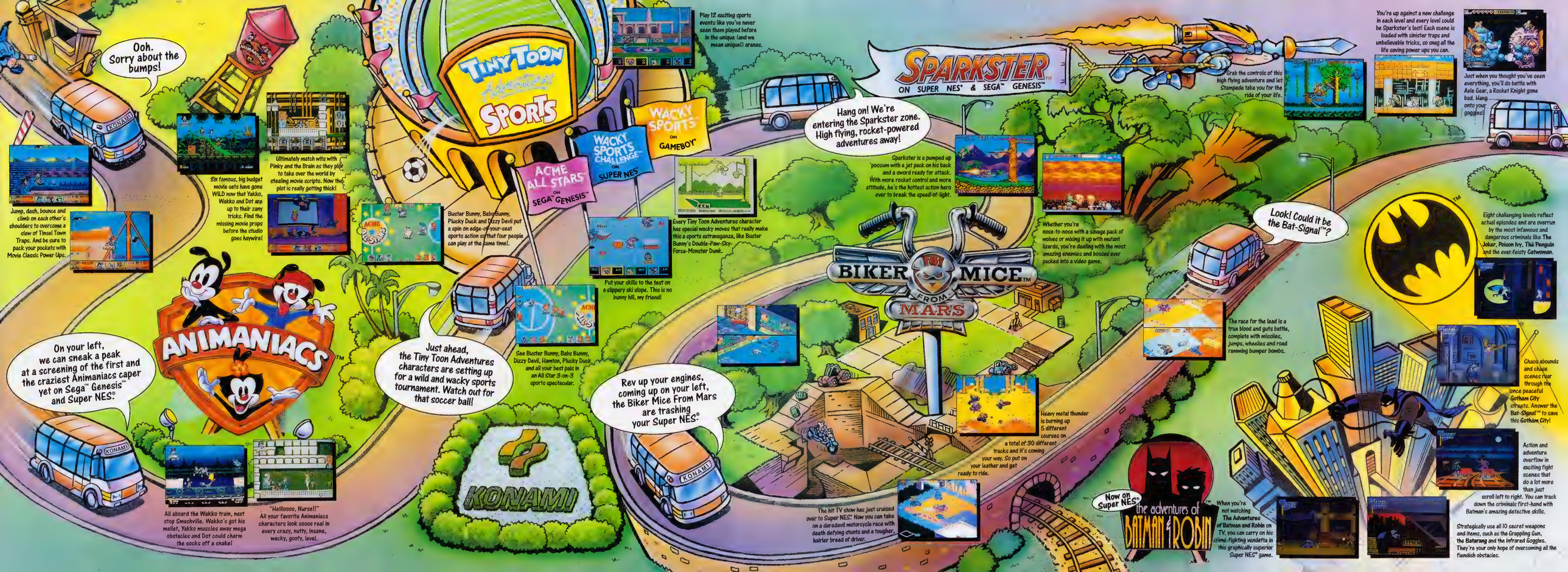
Ultimately match wits with Pinky and the Brain as they plot to take over the world by stealing movie scripts. Now the plot is really getting thick!

On your left, we can sneak a peak at a screening of the first and the craziest Animaniacs caper yet on Sega™ Genesis™ and Super NES®.



All aboard the Wakko train, next stop Smashville. Wakko's got his mallet, Yakko muscles away mega obstacles and Dot could charm the socks off a snake!

"Hellloooo, Nurse!!" All your favorite Animaniacs characters look soooo real in every crazy, nutty, insane, wacky, goofy, level.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TINY TOON Adventures SPORTS
Play 12 exciting sports events like you've never seen them played before in the unique (and we mean unique!) arenas.
WACKY SPORTS CHALLENGE ON SUPER NES
WACKY SPORTS ON GAMEBOY
ACME ALL STARS ON SEGA GENESIS
Buster Bunny, Babs Bunny, Plucky Duck and Dizzy Devil put a spin on edge-of-your-seat sports action so that four people can play at the same time!
Every Tiny Toon Adventures character has special wacky moves that really make this a sports extravaganza, like Buster Bunny's Double-Paw-Sky-Force-Monster Dunk.
Put your skills to the test on a slippery ski slope. This is no bunny hill, my friend!
See Buster Bunny, Babe Bunny, Dizzy Devil, Hamton, Plucky Duck and all your best pals in an All Star 3-on-3 sports spectacular.
Just ahead, the Tiny Toon Adventures characters are setting up for a wild and wacky sports tournament. Watch out for that soccer ball!
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"Hellloooo, Nurse!" All your favorite Animaniacs characters look soooo real in every crazy, nutty, insane, wacky, goofy, level.
KONAMI
Rev up your engines, coming up on your left, the Biker Mice From Mars are trashing your Super NES.
SPARKSTER ON SUPER NES & SEGA GENESIS
Hang on! We're entering the Sparkster zone. High flying, rocket-powered adventures away!
Sparkster is a pumped up 'possum with a jet pack on his back and a sword ready for attack. With more rocket control and more attitude, he's the hottest action hero ever to break the speed-of-light.
Grab the controls of this high flying adventure and let Stampede take you for the ride of your life.
You're up against a new challenge in each level and every level could be Sparkster's last! Each scene is loaded with sinister traps and unbelievable tricks, so snag all the life saving power ups you can.
Just when you thought you've seen everything, you'll do battle with Axle Gear, a Rocket Knight gone bad. Hang onto your goggles!
BIKER MICE FROM MARS
Whether you're nose-to-nose with a savage pack of wolves or mixing it up with mutant lizards, you're dealing with the most amazing enemies and bosses ever packed into a video game.
The race for the lead is a true blood and guts battle, complete with missiles, jumps, wheelies and road ramming bumper bombs.
Heavy metal thunder is burning up 5 different courses on a total of 30 different tracks and it's coming your way. So put on your leather and get ready to ride.
The hit TV show has just cruised over to Super NES. Now you can take on a daredevil motorcycle race with death defying stunts and a tougher, hairier breed of driver.
Look! Could it be the Bat-Signal™?
Eight challenging levels reflect actual episodes and are overrun by the most infamous and dangerous criminals like The Joker, Poison Ivy, The Penguin and the ever-feisty Catwoman.
Chaos abounds and chase scenes roar through the once peaceful Gotham City streets. Answer the Bat-Signal™ to save this Gotham City!
Action and adventure overflow in exciting fight scenes that do a lot more than just scroll left to right. You can track down the criminals first-hand with Batman's amazing detective skills.
Strategically use all 10 secret weapons and items, such as the Grappling Gun, the Batarang and the Infrared Goggles. They're your only hope of overcoming all the fiendish obstacles.
Now on Super NES
the adventures of BATMAN & ROBIN
When you're not watching The Adventures of Batman and Robin on TV, you can carry on his crime-fighting vendetta in this graphically superior Super NES game.

TINY TOON ADVENTURES SPORTS

Play 12 exciting sports events like you've never seen them played before in the unique (and we mean unique!) arenas.

WACKY SPORTS ON GAMEBOY®

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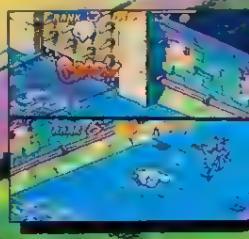

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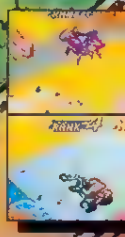

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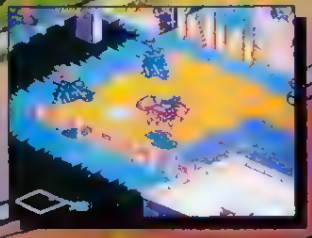

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BATMAN &

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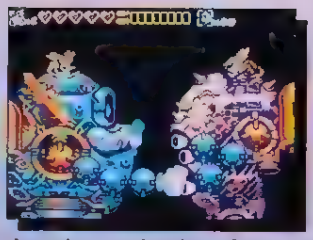

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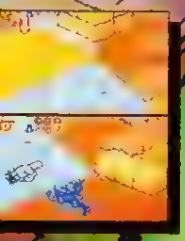

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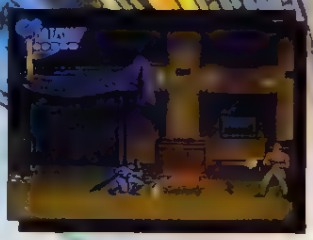

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When you're not watching **The Adventures of Batman and Robin** on TV, you can carry on his crime-fighting vendetta in this graphically superior Super NES® game.

THE LATEST RUNAWAY HITS FROM KONAMI ARE OUT!

The tour may be over, for now, but extreme action is on the horizon! To get the full effects of all the fun and excitement that Konami has "in store" for you, take a ride to your favorite video game mega center and hop on one of Konami's new games for Sega™ Genesis,™ Super NES® and Game Boy.®

KONAMI

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

•85¢ per minute for recorded hints. •$1.15 per minute for live support from a game counselor. •Touch-tone phone required. •Minors under 18 years old must have parental permission before calling.

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A NEW WAY TO CHEAT ON TESTS WITHOUT WRITING ALL OVER YOURSELF!

Are you looking for a way to communicate with your friends in study hall, during an exam or across the dinner table without being noticed? The IR7000 will allow you to cheat on tests and do many other practical things without making a sound.

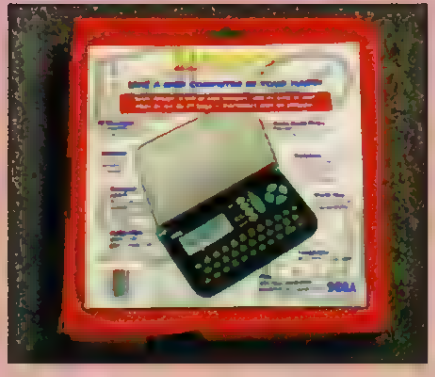
With the IR7000, there's no more writing the answers for a big test on the various parts of your body.

Sega has come up with an innovative way for you to send messages or answers to your friends from up to 30 feet away.

Transferring test answers isn't the only thing this device can be used for. With the IR7000, you'll never forget a friend's or loved one's birthday again as long as you have fresh batteries and have put in the correct date.

The unit can also be used as a calculator, alarm clock or a personal schedule organizer complete with weekly and monthly calendars. It will help you keep appointments and make sure you hand in your assignments on time from now until the year 2099.

You can even use it as a diary or you can send notes to yourself. They can be up to 381 characters long and a security code ensures your privacy. A built-in alarm clock can be programmed to wake you up after cramming all night for your exams.



The IR7000 allows you to program important phone numbers into the unit, so with the push of a few buttons, you can access a phone directory of your friends and family members.

Another use for the IR7000 is that it can convert currency from U.S. dollars to up to six countries' forms of currencies. The IR7000 is a calculator-type device with many practical uses that will launch you and your friends into the electronic communications age.

Use the unit to send messages to a friend or play a game with someone who is up to 30 feet away.

It's like a cellular phone for high school and college students. The device unfolds, allowing you to input these messages and transport them to an identical unit that your friend has across the room.

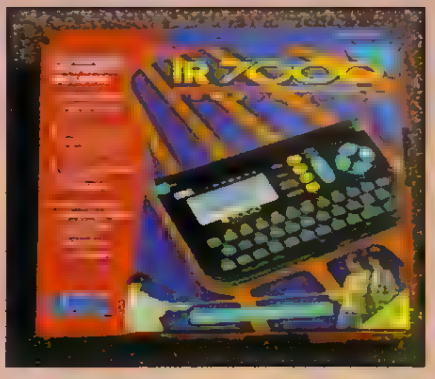
If you don't want to get caught cheating, you can send the messages to your

SEGA

electronic counterpart in any one of 10 languages, including English, Spanish, Italian, German, French, Danish, Swedish, Dutch and Portuguese. There's also a Fortune-teller Mode, a Matchmaker Mode, a magic beam and of course, a Games Mode featuring one battle game.

In the Fortune-teller Mode, you can enter your birthdate or that of a friend's and check your fortunes. The Matchmaker Mode tells you whether or not you are compatible with that special someone. You enter your respective birthdates and the IR7000 will tell you if you are made for each other or someone else.

The unit is easy to use and with one read of the manual you can be sending messages with ease. It delivers and it's very handy.



OVERALL RATING

This unit is very handy for the person with a hectic social and scholastic life.

89%

NEW ADAPTER ALLOWS ANY SUPER NES CONTROLLER TO BE USED ON 3DO

The 3DO/Super NES compatible Joystick Adapter is being released by the World International Trading Company, Inc., (WIT) of Coral Gables, FL, and is compatible with all Super NES joysticks and controllers currently out on the market.

The adapter allows you to use these controllers when playing the 3DO games currently on the market. We even tried the adapter out using conventional Super NES controllers on games that haven't been released yet.

This new adapter is available in more than 350 retail locations with more retailers carrying the Super NES-to-3DO controller adapter every day.

The adapter plugs into the cartridge port on the 3DO and allows you to plug in your favorite Super NES-compatible controller or joystick into the front of the unit.

In addition, a 3DO controller can then be plugged into a port on the other side of the adapter, allowing for simultaneous two-player action.

The adapter is currently being sold for $42, not a bad price considering the cost of the average 3DO controller is more than $50.

With titles like Way of the Warrior, the upcoming Street Fighter II Turbo and the Shadow fighting games, the adapter adds a new and improved dimension to the playability of these titles that were once limited by the 3DO controller.

The adapter allows gamers to utilize not only the controller they are comfortable with, but also increase the game play and enjoyment of many of the 3DO games.

The original 3DO controller had some problems. However, when gamers and our Review Crew members tried to use the customized 3DO controller on some of the popular fighting games, the adapter works well with Street Fighter II. You can do all of the moves that you can execute on the Super NES version of the game.

Any Super NES controller or joystick can now be used to play games on the 3DO.

Way of the Warrior isn't that much better with the new adapter.

With the adapter you can use your favorite controller on 3DO SF2 Turbo.

However, the playability of Way of the Warrior isn't improved dramatically. The play control is still hard to manage, even with the Super NES controller. The game still looks good, but the play control isn't what it should be. Gamers should expect more from present-day fighting games that are out on any of the top gaming systems.

WIT Inc. has plans to release a two-player adapter using Super NES controllers and joysticks, as well as a Sega version that will utilize the Sega six button and other Sega controllers in the near future.

Shadow is another fighting game that benefits from the adapter.

OVERALL RATING

An innovative adapter that adds to the play control on some of the top games coming out for the 3DO system.

76%

DOOM

now there's a place

MORE VIOLENT than earth.

WHO BETTER TO GREET YOU ON THE SHORES OF HELL THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.

NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.

BARONS OF HELL--YOU CAN'T LIVE WITH 'EM YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. ◆ FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. ◆ SATANIC DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. ◆ WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER OF JAGUAR. ◆ SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.

JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM

DO+THE MATH

ATARI MADE IN THE USA

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SONY'S PLAYSTATION DEBUTS IN JAPAN!

Sony Computer Entertainment (SCE) recently announced that its next-generation, 32-Bit video game player, the PlayStation, will go on sale in Japan on Dec. 3, 1994. A total of 23 software titles will be released by Sony Computer Entertainment and its licensees by the end of the year. SCE expects to have eight titles available immediately at launch time. These include:

1) Ridge Racer Namco
2) Powerful Pro Baseball-Konami
3) Gokujyo Parodius Deluxe Pack-(Konami)
4) A-IV-Art Dink
5) Tama-Time-Warner Interactive
6) Hot Blooded Family-Tecnosoft
7) Raiden Project-Seibu Kaihatsu
8) Motor Toon GP-SCE

With the spectacular 3-D graphic capabilities backed up by the super-fast polygon processor, the PlayStation offers a substantial improvement over the current 16-Bit game systems. Plus with the images changing in real time at a rate of 60 frames per second (the same as a TV), the game will respond instantaneously to the player's controls.

Peripherals that will be available at launch include a mouse, connecting cables, memory card and a variety of third-party controllers including Namco's Nejicon.

In order for consumers to easily identify the CD-ROM discs for the PlayStation, the discs will all be colored black.

New software will be coming in constantly. There are more than 240 software companies (in Japan alone!) signed up as licensees.

The software will be priced around ¥5,800 ($60).

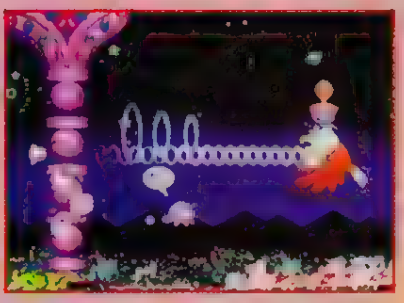
The system has a list price of ¥39,800 ($410).

Sony's long-awaited PlayStation will be in the stores in Japan on Dec. 3, 1994, for about $400!

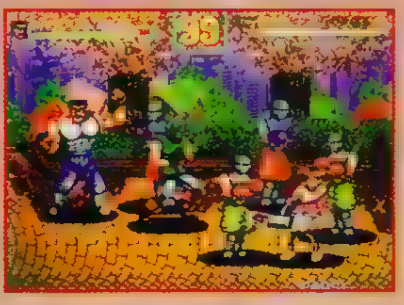
PLAYSTATION FINAL SPECS:

Main CPU: 32-Bit RISC (R3000 custom)
  Instruction Cache: 4 KB
  Data Cache: 1 KB
CPU Clock Frequency: 33.8688 mHz
RAM: 16 MBit (Main)
  8 MBit (VRAM)
  4 MBit (Audio)
Graphic Processor (GLU)
  Sprite Rendering Performance:
    Max. 4000 per 1/60 second
    Rotation/enlargements/shrinking deformation possible with all sprites displayed
  Full Color Display: Max. 16,770,000
  Resolution: 256x224 - 640x480 dots
Geometry Engine (GTE):
  Vertex Processing Speed:
    4,500,000 per second (1,500,000 polygons per second in the case of flat shading)
  Effects: Texture Mapping, Gouraud Shading, fog depth cueing
Sound Processor (SPU):
  Simultaneous Sound Sources:
    Max 24 channels
  Sampling Rate: Max. 44.1 kHz
  Playback quantitization: 16-Bit digital effect capability
DataDecompression Engine (MDEC):
  Directly connected to CPU bus
  Supporting format: JPEG
  Video Playback Function: Full screen, full color
  Playback Time: 35 minutes
Data Saving Method: Memory Card
Video, audio output: Composite video, S-Video, RGB Output, Stereo Audio, RF Power Output

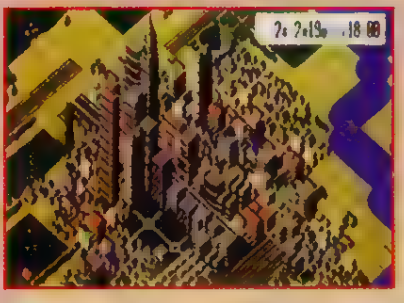
Ridge Racer, one of the best racing games ever, will be out for the PS!



Konami's Parodius Deluxe Pack will have all the previous versions on it!



Tecnosoft's Final Fight-type game, Hot Blooded Family, is shipping now!

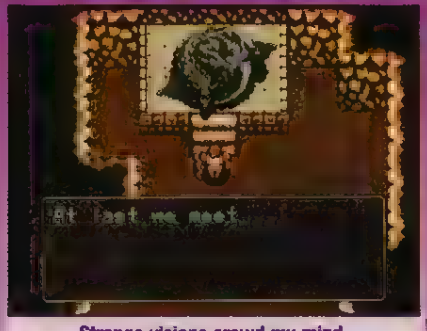


A-IV by Art Dink is one disc that will be available at the launch of the PS!

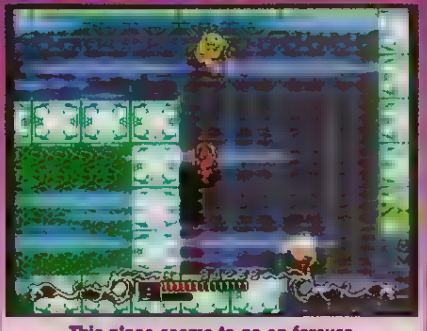
BEWARE!

FROM THE CREATORS OF THE 7TH SAGA...

BRAIN LORD



Strange visions crowd my mind...
Reality or Dream?



This place seems to go on forever.
There must be a way out...

The door is locked! I can't get out!
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy. I didn't.

He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.

ENIX

SUPER NINTENDO

They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...

ENIX AMERICA CORPORATION • 2679 - 151st Place Northeast • Redmond, Washington 98052-5522

IF YOU DON'T HAVE EYES IN THE BACK

YOU'RE ALL ALONE IN A SPACE COLONY. EXCEPT FOR THE HUNDREDS OF KILLERS WAITING TO GUN YOU DOWN LIKE A DOG.

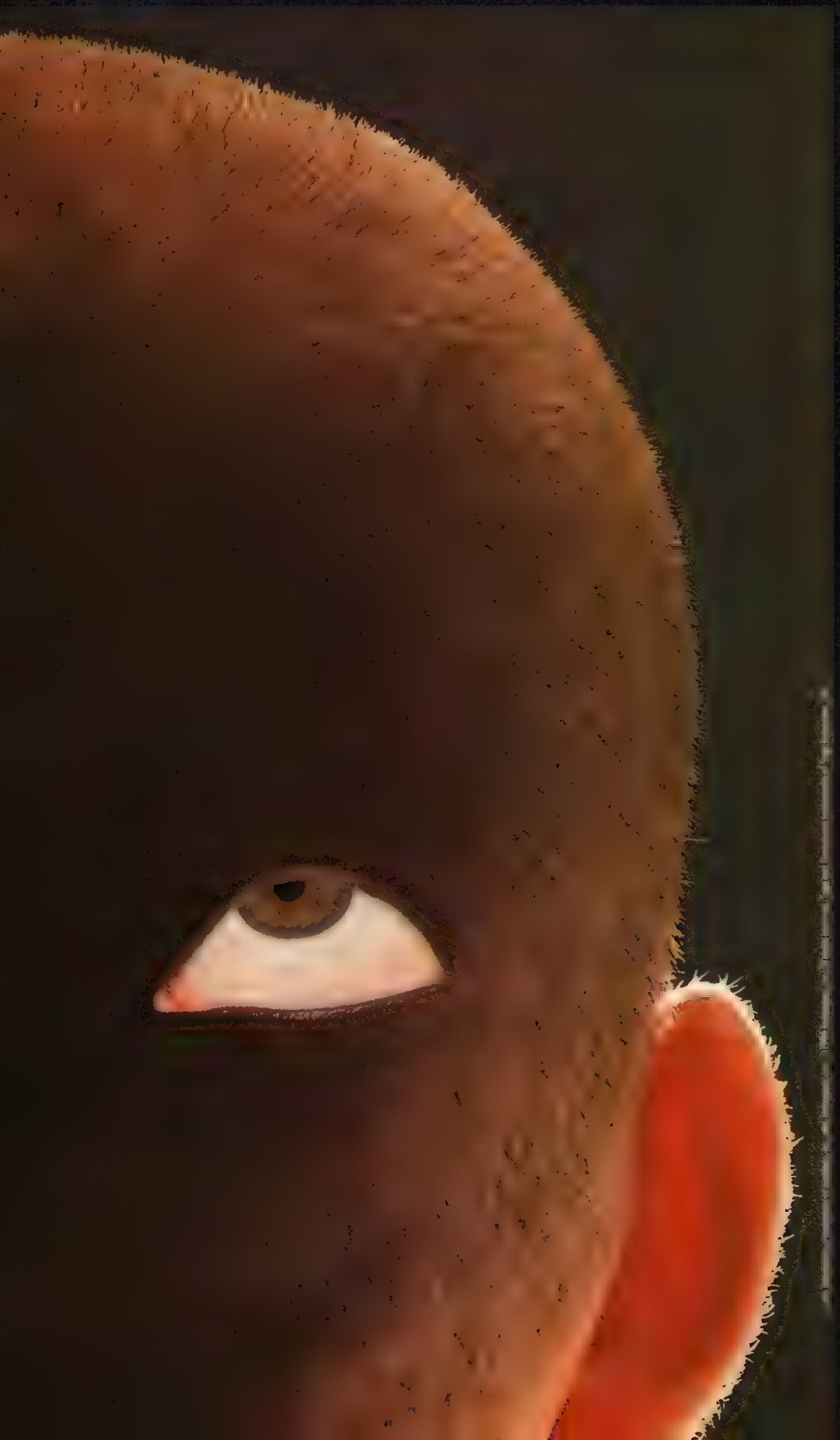
THEY'RE IN FRONT OF YOU. IN BACK OF YOU. TO YOUR LEFT. TO YOUR RIGHT.

BASICALLY, YOUR CHANCES ARE PATHETIC.

THE KEY TO SURVIVAL?

SHOOT THE LIVING SNOT OUT OF EVERYTHING IN SIGHT, THEN COLLECT MORE WEAPONS OFF THE WARM DEAD BODIES.

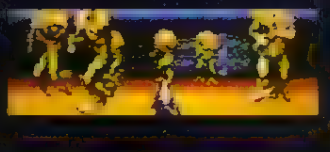
OF YOUR HEAD, YOU'RE DEAD MEAT.



SHOTGUNS, HAND GUNS, LASERGUNS, GRENADES, FLAMETHROWERS, ROCKET LAUNCHERS...

IT HELPS IF YOU'RE RUTHLESS.

IF YOU AREN'T, YOU'RE DEAD MEAT.



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ZERO TOLERANCE

ACCOLADE

ARCADE ACTION

KILLER INSTINCT by Midway

Here we are back again with all that is new and upcoming at your local arcade establishment. Midway has an all-new fighter coming out that's sure to quench our MK thirst until number three comes out in '95. Killer Instinct is the second installment in Nintendo's library of games for the Ultra 64 system. The game is one of the most impressive fighting games yet, not only with its unique, digitized characters and graphics, but with its rotating angles, and Neo•Geo-style scrolling. There are many other options that make this game, including a combo meter. Although it seems a bit too gracious at times (a combo can be attained by doing the same move over and over), there are different levels of combos and names for them, such as Hyper, Master and more. The music is also awesome. It's a collection of different, modern styles like techno and rock 'n' roll. They are following up their successful Mortal Kombat soundtracks with a real kicker!

The character animation and the backgrounds are a sight to behold.

DJ Combo hammers his opponent with a deadly right uppercut.

Some of the best techno music is when you're on top of the skyscraper.

She's definitely as deadly and agile as she is beautiful!

The bridge shows the Neo•Geo-type scaling.

The Ultra 64 definitely shows its rotating and scaling technology.

AMERICAN AMUSEMENT MACHINE ASSOCIATION

You're not worthy? Maybe not, but you'll never know unless you try SAMURAI SHODOWN II.

The long awaited sequel to SNK's chart buster SAMURAI SHODOWN offers what you've been waiting for.

CONTROLability. . . Totally awesome! **VERSAT**ility. . . Available in many different formats. **AFFORD**ability. . . It's a **NEO • GEO** isn't it? **POW**ability. . . More awesome "**POWER**" moves than before. **YO DUDE**ability. . . Everyone will be talking about it! Enough said! Prove your worthiness. **FIND IT. PLAY IT. ACCEPT NO IMITATIONS.**

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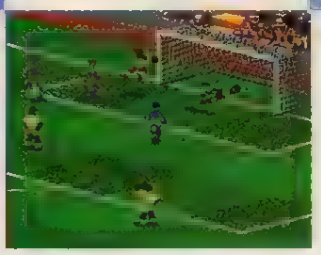
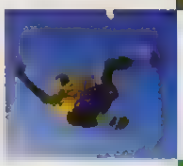
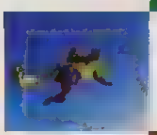
JOIN THE BRAZILIAN AIRFORCE.

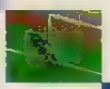
New set-plays give you better control of scoring chances in penalty kick situations. Goalies will be diving left and right. Hopelessly

Goalies beware: power headers can actually be precisely controlled to send blistering shots virtually anywhere on the back of the net.









Gooooooooaaaal. This moment made possible by crisper passes and better shot control. Then brought to you by fully detailed player art and animation

Air out with any one of over two hundred powerful international airforces including the best European club teams. Even compete in the European cups

Enlist today in the international airforce of your choice. Intense power headers, quick mid-air volleys, and rocketing bicycle kicks round out your air attack arsenal

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ARCADE ACTION

RAVE WAR by Namco

The suplex is one of the best-looking throws in the game.

The bodyslam is a pretty impressive throw as well!

Namco is working hard on a brand-new entry in the realm of fighting games. Rave War's (as our AMOA coverage stated) fighting style is like that of Virtua Fighter 2. However, I found Rave War quite a bit more fun to play. The game play mechanics, not to mention the sheer graphic and background intensity, are astounding! The characters have long and very interesting backgrounds. For example, the lion character used to be a drug-dealing scumbag until a traumatic event in his life woke him up.

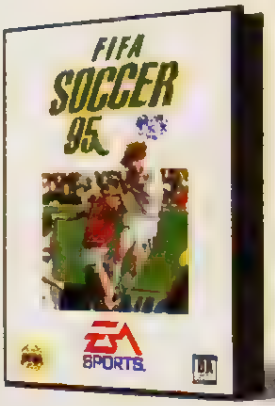
He has since become a priest and is now fighting to raise money for his parish. Rave War uses some of the same amazing technology used in their popular Ridge Racer series. When you first start playing the game, you immediately realize just how much work was put into the game play. Each character has a number of moves to choose from, and as they are executed, the screen rotates for the best view. Look for it in the first quarter of '95.

Some moves are repeated. Almost everyone has a suplex.

The roundhouse really shows off the character rotation.

FIFA

FIFA SOCCER '95 AVAILABLE ON THESE PLATFORMS.



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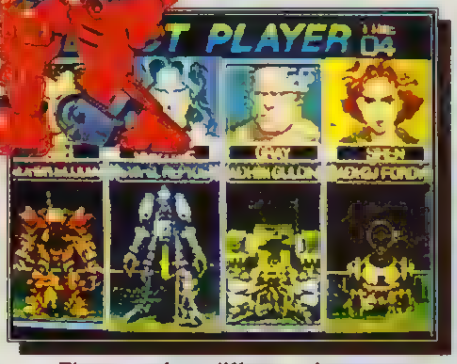
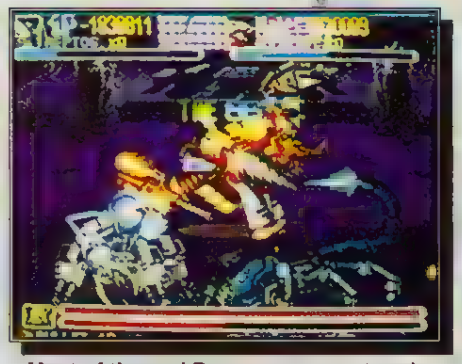
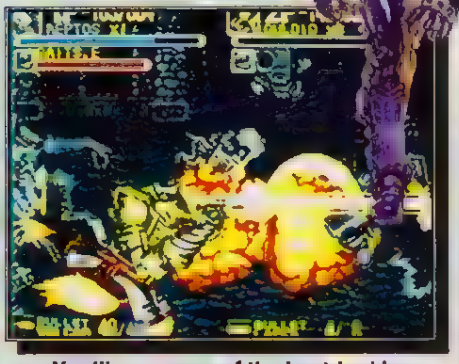
ARMORED WARRIORS by Capcom



There are four different characters and mechs to choose from.

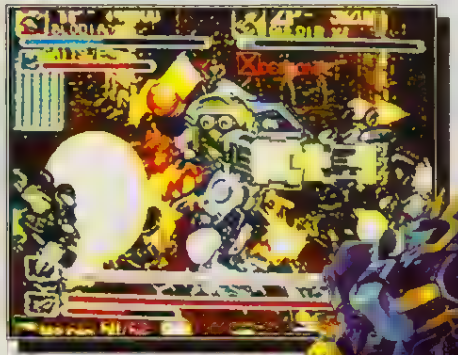


Most of the end Bosses are very tough and a real trial to deal with.



You'll see some of the best-looking special weapons ever.

A lot of the pages you'll be seeing in the Arcade Action section will highlight the very best of our JAMMA/AMOA coverage. One of the most impressive games shown in Japan and Texas was Armored Warriors. It's a Final Fight-type game with a twist. Some moves of the mech-type beasts you control are executed with Street Fighter-like motions. This is a new feature you'll be seeing in side-scrolling games from Capcom for home systems. The game allows you to choose from four different mechs, all with excellent powers of their own. Just the way these mechs are drawn is a sight to behold. There are the obvious, normal weapon/special weapon controls, and up to three people can play at once. The game is not all Final Fight oriented. There are also high-speed arcade scenes where you move at a high velocity incinerating everything in your path. If you enjoyed Aliens Vs. Predator, this game is leaps-and-bounds better. One of the obvious improvements is the complexity of the end Bosses. The normal mechs you can choose from are incredible, but these monsters are sometimes four or five times your size, and fully animated. There are also detailed backgrounds for all four characters: Rash, Justice, Gray and Siren. Overall, this game will appeal to fans of Final Fight and Street Fighter and is sure to blaze through the arcades within the next couple of months.



Sometimes there are too many guys to count!

Just like environmentalists, you have to save the planet!

Unfortunately, you're stuck with a time limit in the most delicate situations.

On this level, the normal bad guys look like Bosses!

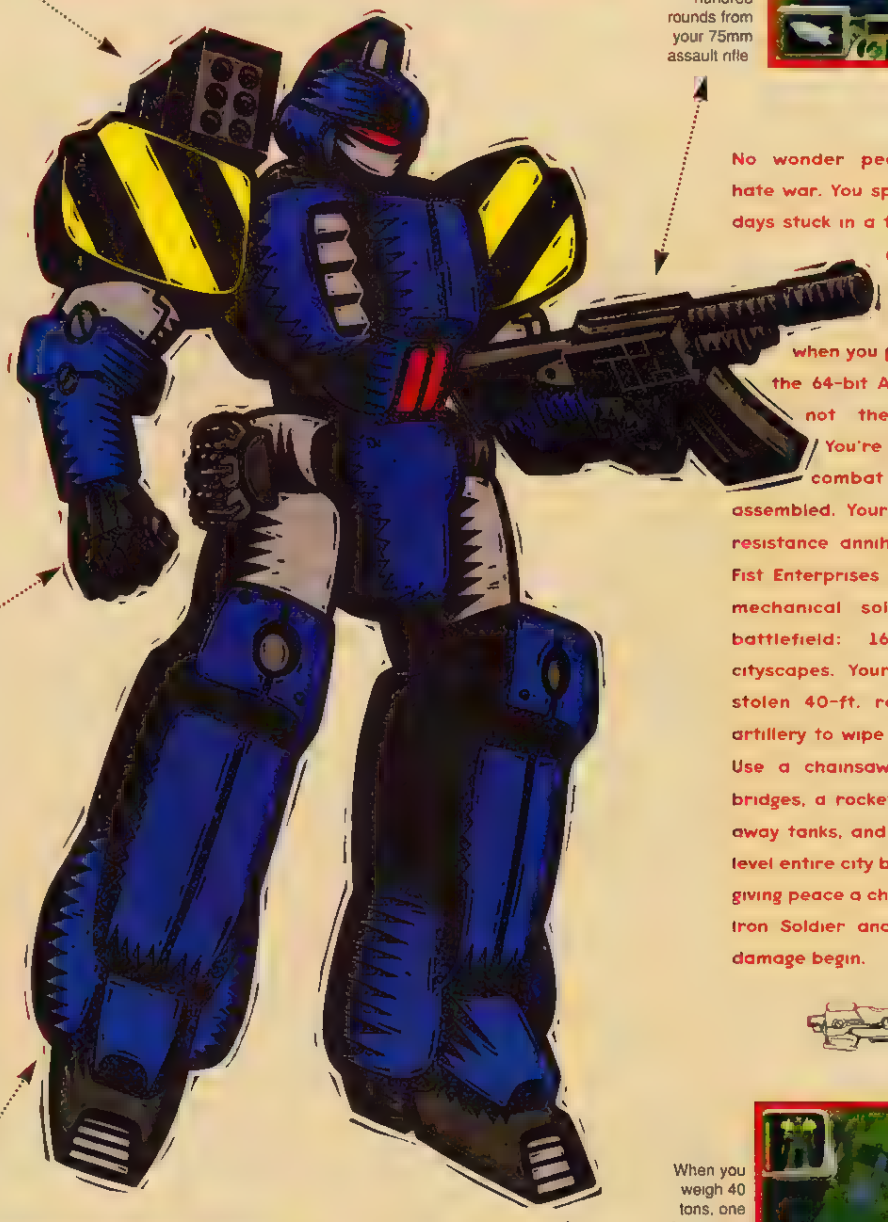
WAR IS HELL

unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)

If you don't like the city you're in, use your rocket launcher to level it.

Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.

The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



IRON SOLDIER

No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missile to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.

It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.

When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.

The scenery may change, but your objective won't. Destroy the enemy.

JAGUAR 64-BIT DO+THE MATH

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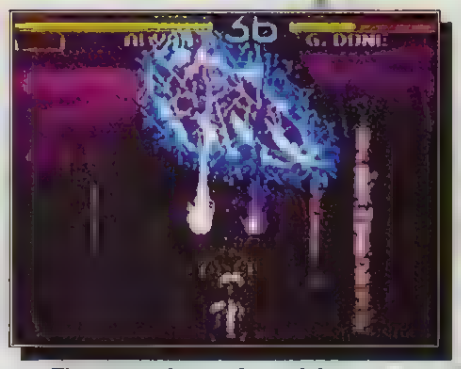
GALAXY FIGHT by Sunsoft

The animation of the fire and damage to the enemy is excellent.



There are plenty of special moves to choose from in the game.

Sometimes the best move to use is a swift kick to the head.

There's even a character who resembles an ice skater.

The Neo•Geo has been notorious for its fighting games throughout the past couple of years—from the Fatal Fury series to Art of Fighting and Samurai Shodown. Now Sunsoft takes a stab at it with Galaxy Fight. GF is an extensive game incorporating arguably the strangest band of characters ever seen on this platform. There are eight unique characters, all very strange in their own right. There is a large, green lizard, a giant amazon and even an intelligent robot warrior! The game uses approximately 34 4-Meg ROM chips for 128 Megs of everything you could want in a fighting game. From tons of special moves and game play, to almost limitless skill and replay value, this game is intense! Each character you fight has the same number of skills to defeat you. Most of the moves stay within Street Fighter-like actions and are usually easy to execute. After you fight all eight of the characters (including your clone), you fight what looks like a cute, little bunny rabbit, who happens to have no qualms about kicking the hell out of you. The end Boss is still being tweaked at this point, but word is he's extremely hard—almost superhero in nature with a somewhat gold body, and flaming hair. Each character has between three and seven special moves to fight them with. Some of the new features you may be interested in include: the lack of walls in the background—so you can't pin a character against a wall; the sides are looped; therefore, you can always move all the way to the left or right; a running feature to utilize this new no-walls-barred engine. Some characters have more special moves than others to make for their lack of agility. There is also a secret guy (a humble, old man) who has more than enough power to obliterate you. It is still questionable how you can reach him, though. There is also a special bonus game, in which a walking punching bag attacks you. He is not too powerful. However, he has a fireball power. You can gain mega points for hitting him. Overall, Galaxy Fight is definitely a new kind of fighter worth looking for.

ANOTHER GREAT RPG FROM ENIX!

THE INVENTION MACHINE; GIVE YOUR CREATIONS LIFE!

CHECK OUT THE PLANET ON YOUR "VIEW" SCREEN. GOTTA KNOW WHERE YOU'RE GOING!

GREAT ANIMATION! HEY, FIGHTING DOESN'T HAVE TO BE BORING!

YOU'VE GOT THE KEYS TO YOUR DAD'S INVENTION MACHINE! GO CRAZY!

CREATE AND COMMAND YOUR OWN SMALL ARMY OF ROBOTS! CREATE WEAPONS, ARMOR & ITEMS!

EXPLORE A TOTALLY NEW PLANET AND VISIT PLACES IN OUTER SPACE! COOL...

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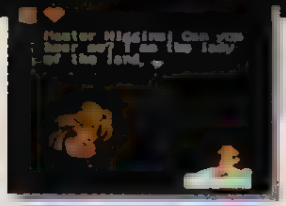
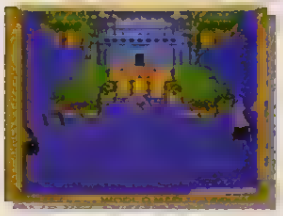


Interact with and gather clues from a wild cast of quirky—and sometimes dangerous—characters.

Collect all kinds of specialized weapons, armor, even magic spells to help you save your fair maiden.



Four different worlds to explore, each with its own harsh climate and hidden mysteries.

Super Adventure Island II

If role-playing is your gig, *Super Adventure Island 2* will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia–ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku–Waku!!!

But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

SUPER NINTENDO

THAT ROCK

WATCH FOR THESE HITS ON ESPN2

Light the fuse, get away... and watch your friends go up in smoke!

Strategy is key. Drop your bombs carefully—one bad placement and KA-BOOOM!

Tons of power-ups let you throw your bombs, even detonate them by remote control.

SUPER BOMBERMAN 2

Go ballistic and grab your Super Multitap™! It's the video game that gives you points for blowing your buddies to bits!

Loaded with more nerve-scorching mazes and mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry—with up to four players simultaneously.

It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

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GAMES THAT ROCK

HUDSON SOFT

INTERNATIONAL OUTLOOK

22 GAMES PREVIEWED!!!

Go Go Ackman, Live World Soccer, Wonder Project J, Wagyan Paradise, Goemon 3, Super Fire Pro Wrestling Special, All Japan Pro Wrestling 2-3, Puzzle Bobble, Gamera-Gyaos Extermination Plan, 4th Super Robot War, Don, Love Big Bro', Record of Lodoss War II, GB Bonk II, Battle Pinball, Battle Racers, Belzerion, World Heroes 2 Jet, Super Castles, Pac in Time, Raiden Project, Mahoujin Guru Guru

INTERNATIONAL NEWS

How-do-ya-do my little foreign loving friends! Tis' I, Terry Aki! He who has returned from Samurai homeland with a bustlin' bag of new killer titles recently announced! Nintendo made two announcements, one was the acknowledgement of StarFox 2 being in existence. Along with that was the announcement of Kirby Ball 2 for the Game Boy. Also, Square hit it big with Front Mission, a new SF war sim that features killer graphics and mechs!

But not only is the good ol' SF getting some super games, but the 32-Bit realm just got even hotter! The Sony PlayStation just got Darkstalkers, Power Instinct 2 and new pix of CyberSled were released along with Starblade α (Alpha) that contains the original and a hot, fully texture-mapped version! Till next ish.

Bandai recently announced Salor Moon S for the Japanese 3DO!

WORLD NET

Banpresto of Japan

Go Go Ackman

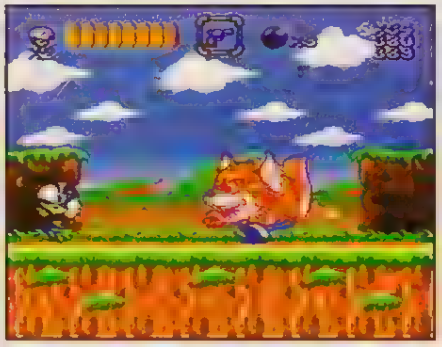
Super Famicom	
Action	
December	¥9,000

This is based on the latest manga by Akira "Dragon Ball" Toriyama, Japan's ranking manga superstar.

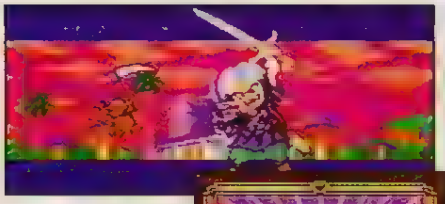
Ackman is a child devil who has awoken from a short nap (to him) of 50 years. True to his nature, he must collect souls for delivery to the "basement." Before he can get started, he is harassed by a heavenly gang of angels who naturally want to stop him. Ackman becomes enraged by the divine interlopers so he decides to fight them.

Ackman's basic moves are punching and kicking. However, by picking up weapon icons, he can obtain a revolver, a sword and a boomerang. He can also toss a limited number of powerful grenades. There are also health-restoring items that help him out. In later stages of the game, he is even fitted with a jet pack that lets him fly for short bursts.

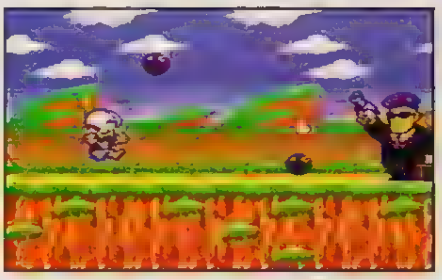
We'll be taking a closer look at this wacky action game in *EGM* #6. Be sure to check it out!

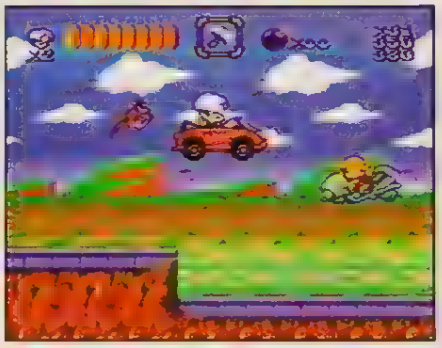


It's demon against cartoon fox—which one would you place your bets on?



Use your devilry to teach those pesky angels to leave you alone!





Drive along in your car and ram the angels out of their speeders—huh!?!

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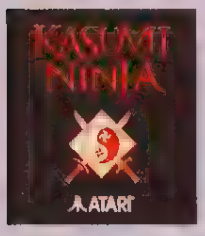
TURBO GRAFX 16™

This could be the bloodiest battle ever fought on European soil.

Afrikay didn't just leave her heart in San Francisco. Thanks to the nimble Amazon Queen, she left a few pints of blood, too.

Apparently, the West was won with a charbroiling fireball. But wait till you see what the Comanche has up his sleeve.



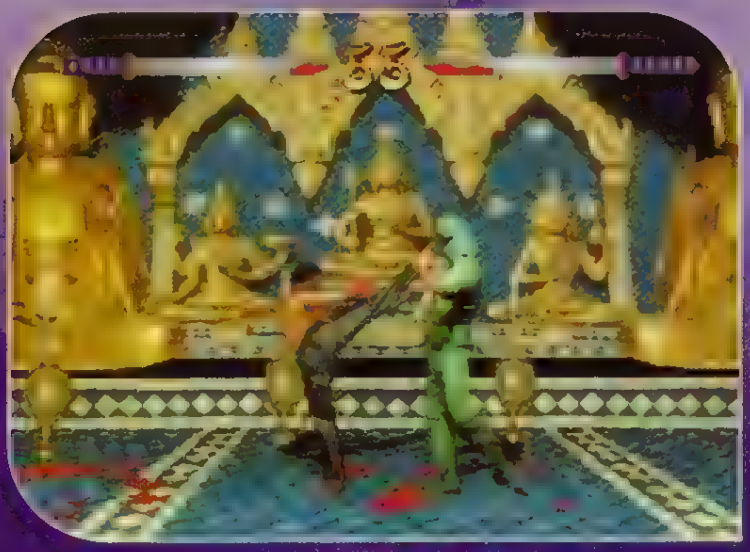
So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?

DIS



ATARI
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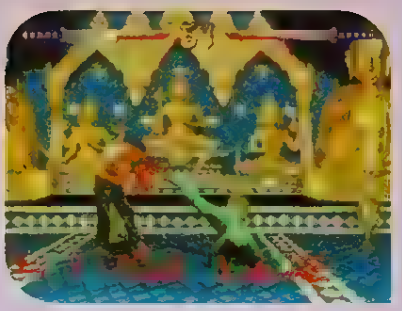
It's a jungle in there. Good thing Afrikay has the street-brawling skills needed to fight her way out.

The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



The Ninja feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.

JAGUAR 64 - BIT

DO THE MATH

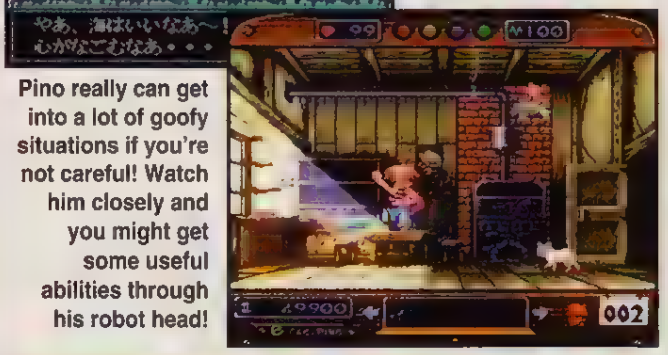
INTERACTIVE MULTIMEDIA SYSTEM

Enix of Japan

Wonder Project J

Super Famicom	
Action	
December	¥11,800

Enix has come up with a clever game that lets you train a robot boy with artificial intelligence. Pino is the robot you must teach by using a winged fairy who has to draw Pino's attention to things like a ball, a book and even ROM chips. Pino has no idea what to do. For example, if he tries to eat a ball, smack him one to teach him not to eat it!



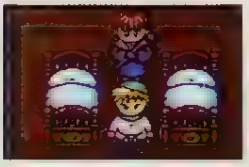
Pino really can get into a lot of goofy situations if you're not careful! Watch him closely and you might get some useful abilities through his robot head!

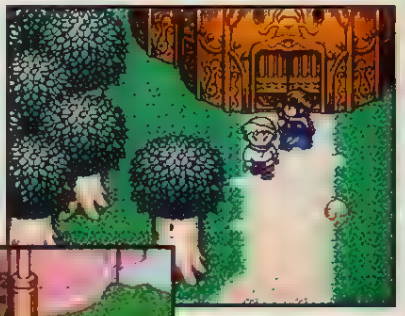
Enix of Japan

Mahoujin Guru Guru

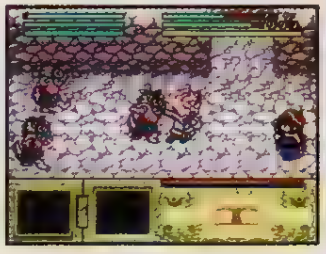
Super Famicom	
RPG	
Unknown	Unknown Price

The latest RPG from Enix is based on a popular manga that has just been made into a TV anime series. The main characters are Nike, a warrior in training; and Kukuri, a green mage. They visit an ancient town in which there are 12 magical towers filled with treasures, instructions for magic spells and monsters, of course!





Filled with big characters and a somewhat whimsical atmosphere, Mahoujin Guru Guru can be a very enjoyable and lighthearted RPG for nearly everyone.

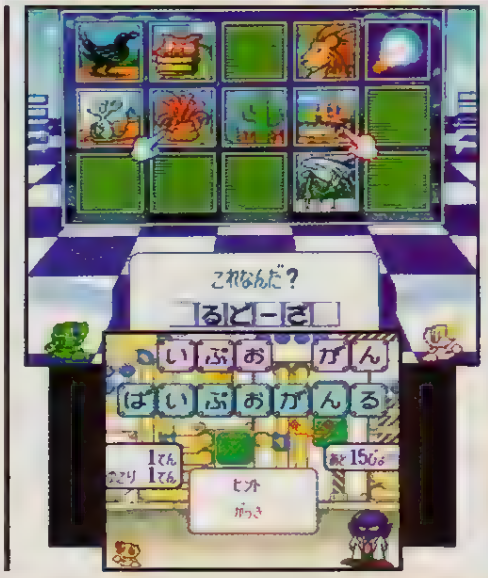


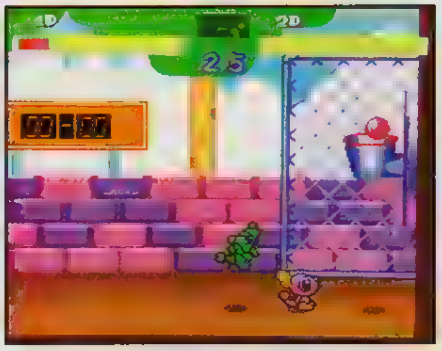
Namco of Japan

Wagyan Paradise

Super Famicom	
Action	
December	¥8,800

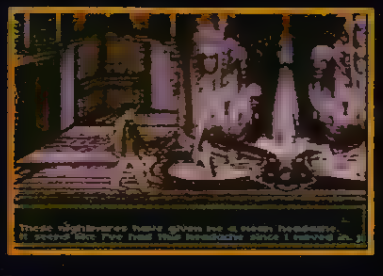
The fourth title in the cute Wagyan series sees the two children of the original dragon in an adventure of their own. Although much of the game is played in side-scrolling action style, the battles against mid and stage Bosses are fought with mini-games like word searches, picture matching, mosaic puzzles and other non-violent confrontations that require more intellect than reflexes. There is even a two-player basketball-like game.





You can challenge a friend to a cheerful, non-violent basketball contest.

IT'S HUNGRY.
IT'S ALIEN.
AND IT'S IN YOUR HEAD.



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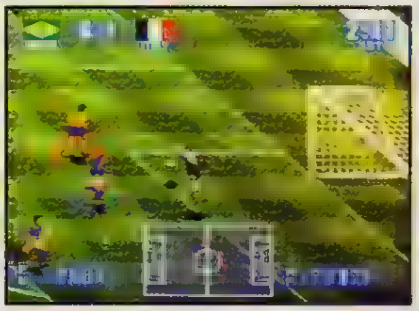
Konami of Japan

Live World Soccer Perfect 11

Super Famicom	
Sports	
November	¥9,980

Konami has now declared that it will become a major player in the sporting world, and this excellent soccer game displays the merit that their word is capable of!

Some of the elements include easy-to-execute moves, great diving headers and vicious sliding tackles plus constant play-by-play announcement that adds a lot!



Check out *EGM²* #5 for an in-depth look at this extremely cool game!

Konami of Japan

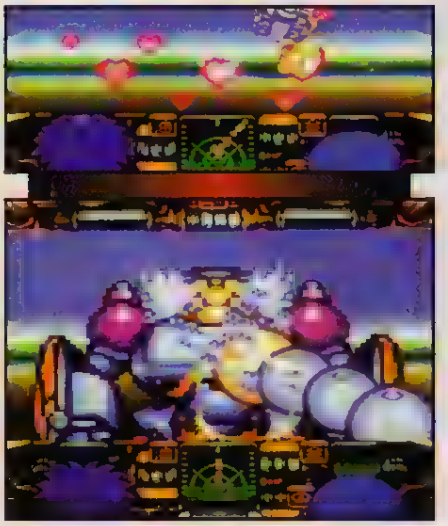
Goemon 3

Super Famicom	
Action	
December	Price: ¥9,800

The sequel to the wickedly hilarious action series appears to be shaping up to be the best yet!

Goemon, Ebisumaru and Sasuke from Goemon 2 are now joined by Yae, a girl ninja who had a bit part in part 2. The band must go forward in time to do battle with thieves. Armed with Goemon Impact Turbo, can the goofy clan rid Neo Edo of the thieves?

Look for a blowout in an upcoming issue of this funny title from Konami!



Side-scrolling and 3-D battle scenes are what you'll get with Goemon Impact T!

Sammy of Japan

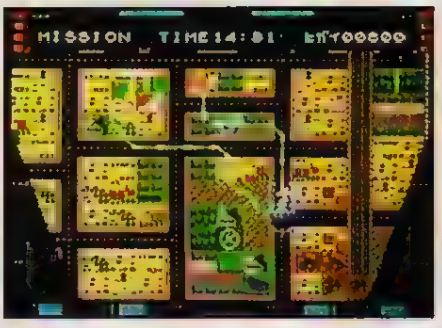
Gamera-Gyaos Extermination Plan

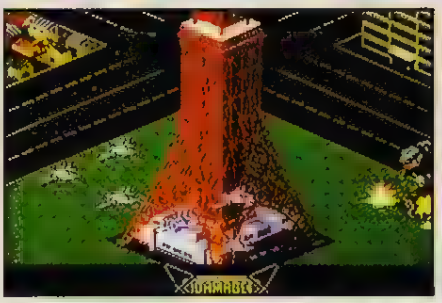
Super Famicom	
Strategy	
March '95	Unknown Price

The huge rubber turtle who terrorized generations of Japanese moviegoers is back after 15 years, and boy is he good and angry! However, his opponent (soon to be in an upcoming movie for Spring '95), Gyaos, the reptilian bird-monster with a triangular head, is even more PO'ed!

Your job is to guide Gamera with your arsenal to Gyaos so they can do battle, then you must kill the victor!

Classic movie monster carnage ensues while guiding Gamera upon his way!





Dive bombers, tanks and other military equipment are at your disposal!

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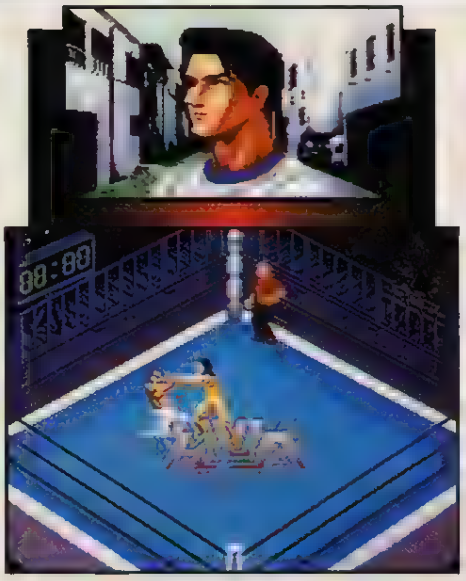
TORRANCE, CA 90501

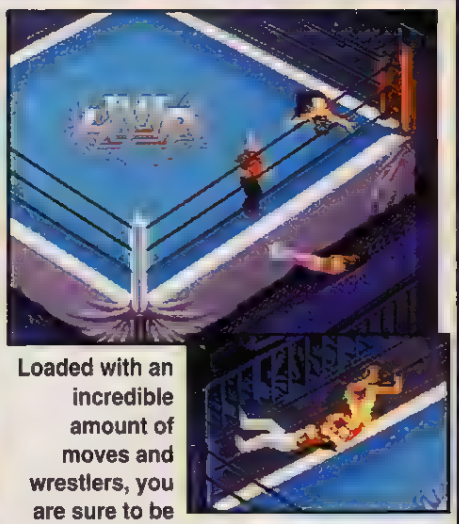
Human of Japan

Super Fire Pro Wrestling Special

Super Famicom	
Sports	
December	¥11,500

Despite the gimpy looks, Human's long-running wrestling series has a huge legion of fans in Japan. It's not surprising when you consider that it is one of the most realistic wrestling simulators around. This time, they have pulled out all the stops by making this a 32-Meg slamfest stuffed with 100 wrestlers with about 600 different moves at their disposal. This title is certain to be a big year-end hit!





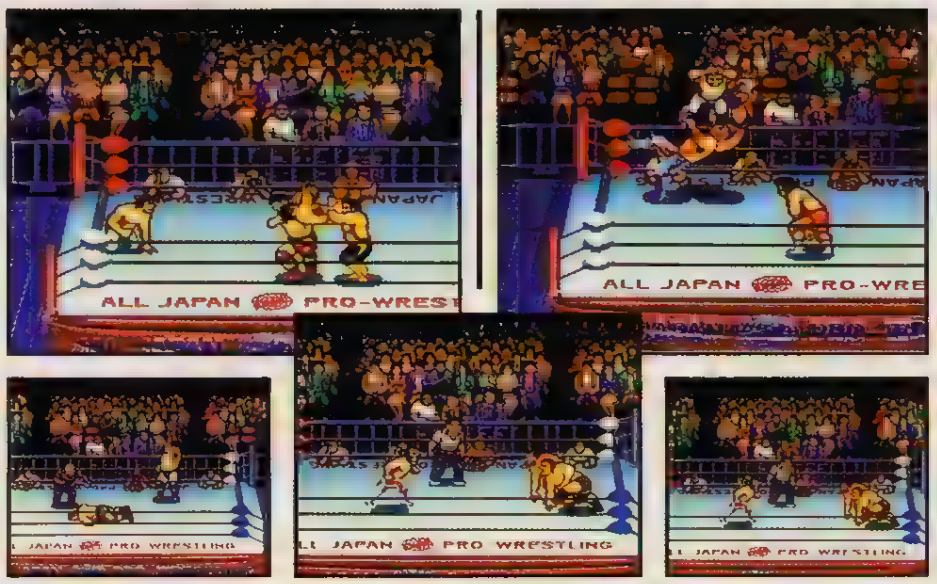
Loaded with an incredible amount of moves and wrestlers, you are sure to be in for one vicious battle that will be completely unique every match!

Masaya of Japan

All Japan Pro Wrestling 2-3

Super Famicom	
Sports	
December	Unknown Price

Here's an innovative twist on wrestling and fighting games—rather than shooting for outright victory in any way possible, the emphasis is on pleasing the money-paying customers who come to see the matches. If you use only cheap punches and kicks or only special moves, people will get tired and leave. When they do, your boss, Giant Baba, will give you one heck of a chewing out!



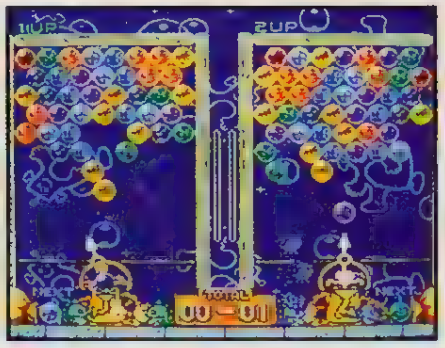
Taito of Japan

Puzzle Bobble

Super Famicom	
Puzzle	
January '95	Unknown Price

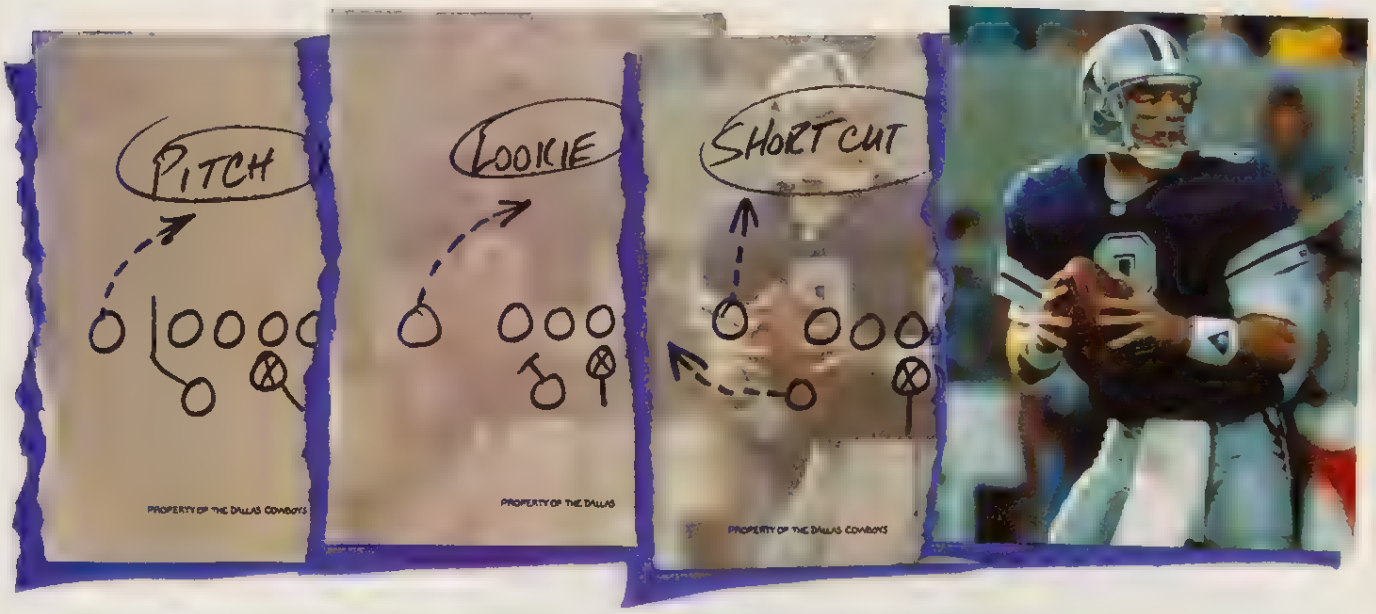
Yay! A puzzle game that isn't yet another cheap rip on the insanely great Tetris! The object is very simple—use the gun at the bottom of the screen to fire colored bubbles at the bubbles filling the top of the screen. When three colors are matched—pop! Also included is a nifty Two-player Mode where you can play the computer or a pal in a frenzy of bubble popping. Addicting to say the least!

The two classic characters from Bubble Bobble are here for an insanely addictive puzzle game!



Play alone or with a friend! Two-player Mode can be a riot and just as fun as the furious One-player Mode!

Troy's missing a few pages from his playbook.



They're in here — Troy Aikman NFL™ Football™

Like Page 7, Troy's "Pitch", the play that turned the Bills into four-time losers. And Page 21, Troy's favorite—"Lookie", the one that's made a lot of NFL cornerbacks consider a career change.

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Only Troy's game lets you control your team's budget. Beef-up your offensive line, secondary or any other position—just like the pros!

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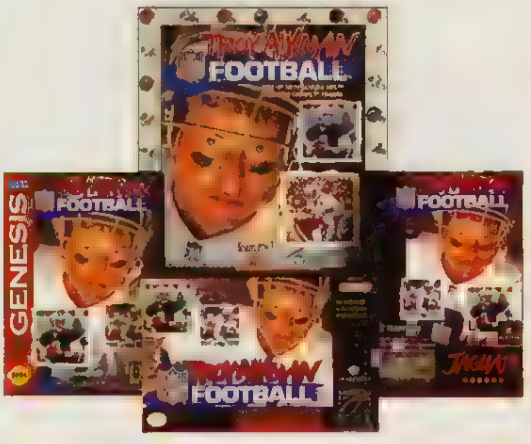

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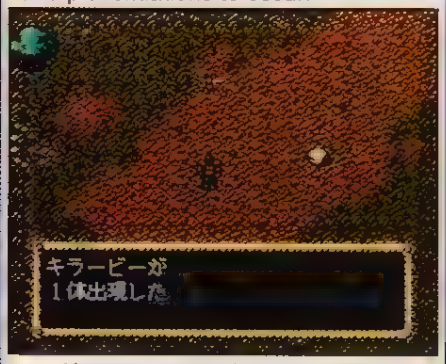
Hudson of Japan

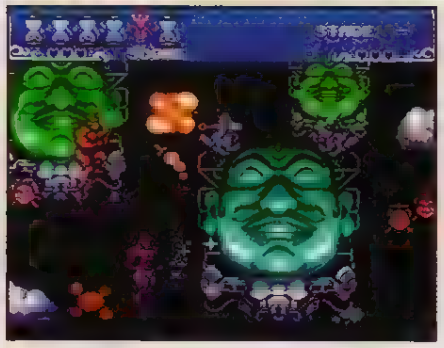
Record of Lodoss War II

PCE Super CD	
RPG	
December	Unknown Price

Based on the killer anime that spawned a sequel and bears many similarities to Dungeons and Dragons, you play the part of the main characters of the movie set in a world filled with mystical creatures and untold horrors. Like all SCD games, expect a lot of cinemas and plenty of dialogue and plot situations to occur.



Venture across the vast worlds searching for undiscovered treasures.



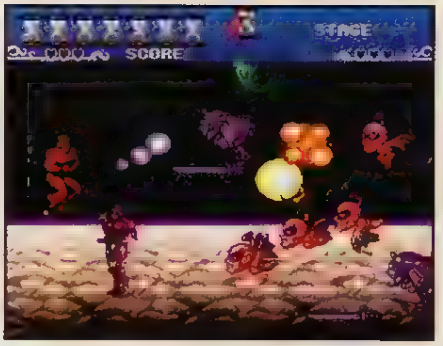
Flash your figure among the giant heads and other screwy enemies!

Masaya of Japan

Love Big Bro'

PCE Super CD	
Shooter	
December	Unknown Price

This is the sequel to a terminally sick shooter. Play as Adon or Samson, two muscular beefcakes who strike poses that cause sweaty laser beams to emanate from their bodies! This sick shooter is backed with saccharin-sweet, girlie pop tunes that would gag even the Bangles. Something's wrong if you don't lose your lunch over this!



The queer creeps won't have a chance against your incredible physique!

CYBERSOFT

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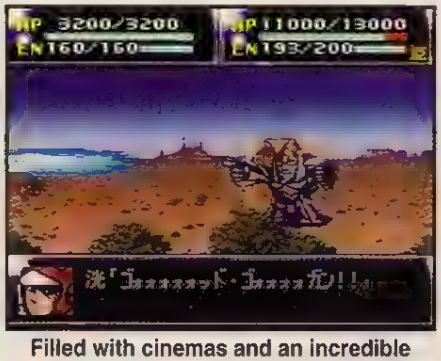
Banpresto of Japan

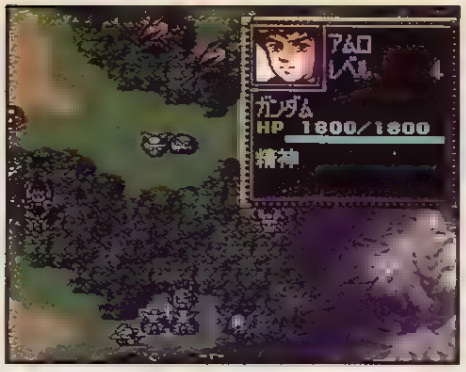
4th Super Robot War

Super Famicom	
War Sim/RPG	
1995	Unknown Price

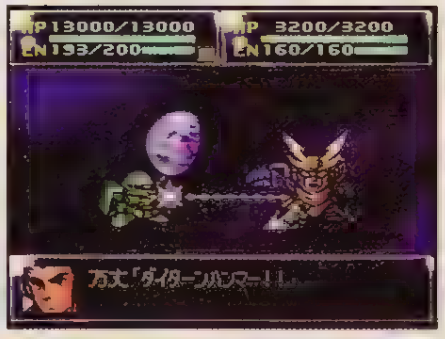
This is a 24-Meg game that combines the best elements of strategy and RPGs. It stars classic anime robots from Gundam, Mazinger Z, Getter Robo to Rydeen and Daitan 3. These heroes must take on their rivals from the TV series armed with three or more weapons per mech! Games this magnificent are all too rare!



Filled with cinemas and an incredible arsenal of mechs—this game rocks!



Tactics are figured out on the Overhead Map where all units and stats are shown.



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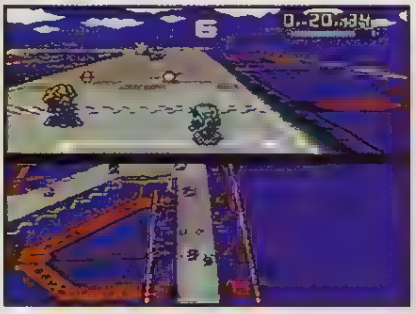
SUPER NINTENDO

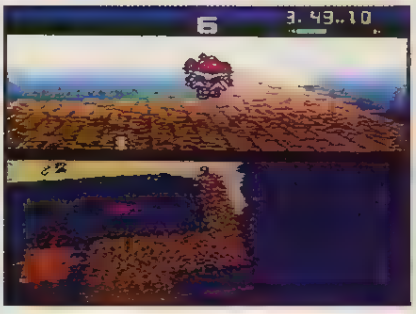
Banpresto of Japan

Battle Racers

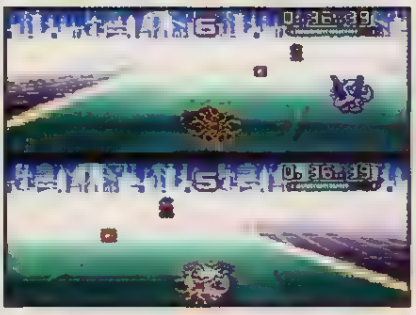
Super Famicom	
Racing	
1995	Unknown Price

Banpresto brought together Ultraman, Masked Rider Zo, V2 Gundam and Roa, but this time they are here for personal glory! The heroic gang now get downright dirty when they compete among themselves. They have no qualms at all about blasting each other with mines, slime or knocking others off the track!





Two-player Simultaneous!



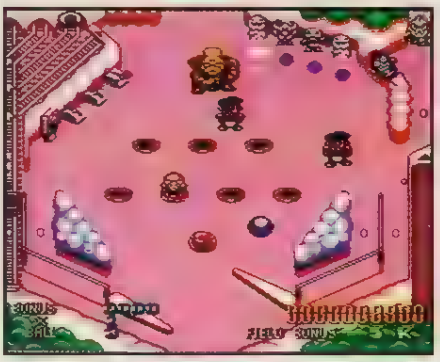
Like most racing games, there is a Two-player Mode for friendly battles!

Banpresto of Japan

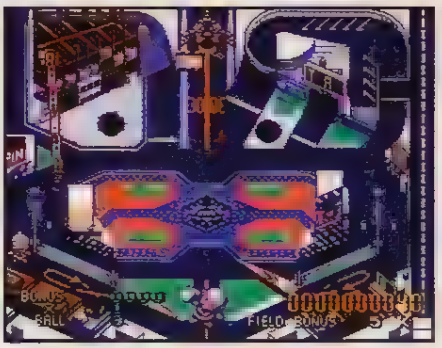
Battle Pinball

Super Famicom	
Pinball	
1995	Unknown Price

Ultraman, Masked Rider Amazon, V2 Gundam and Roa team up to save the world from ... You've read this before right? This time, the gang will do their fighting on pinball tables. There are four stages, one for each hero. Each stage features enemies who've appeared in the hero's particular TV show or anime. Multistage pinball levels can stretch up to three screens high! After all four tables are defeated, it's on to the final stage!



Each character has his or its own unique level filled with their TV adversaries!

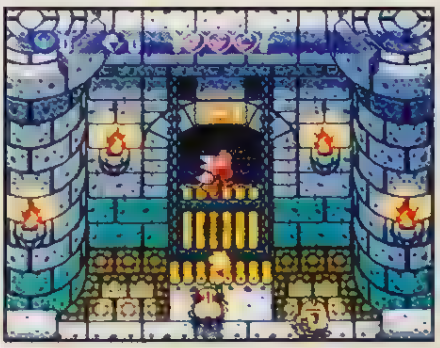


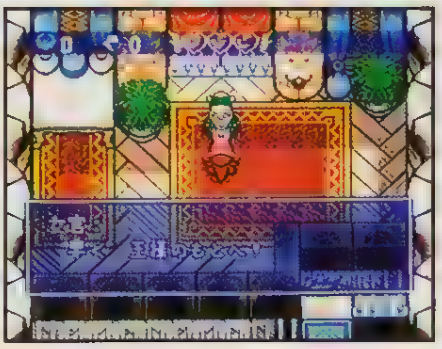
Taito of Japan

Don

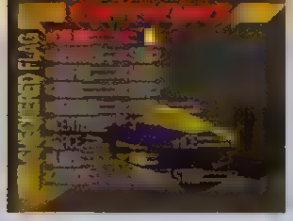
Super Famicom	
Action/RPG	
Unknown	Unknown Price

Finally bestowed with the name Don, this friendly Triceratops lives in a world populated with cute animals. As peacekeeper of the land, Don must solve many problems that plague the populace, including fighting a vicious shark that has swallowed a boat!





The game switches perspectives from side-view to top-view to suit the action. Top-view is generally for info-collecting, and sometimes used for action stages.



With all these options, you not only play the game, you help design it.

any racing game will give you

SOUPED-UP CARS.

how many throw in

PENGUINS AND A BLIMP?

Normally, when you see sparks coming from your TV, you need a new one.

With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.

You would think the crisp 3D graphics would help you make better turns. Rookie.

Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.

CHECKERED FLAG

And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

JAGUAR 64 DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

ATARI MADE IN THE USA

Game tips and hints 1-900-737-ATARI 95¢ per minute If you are under 18, be sure to get a parent's permission before calling A touch tone telephone is required USA only Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Checkered Flag and the Checkered Flag logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302 All rights reserved.

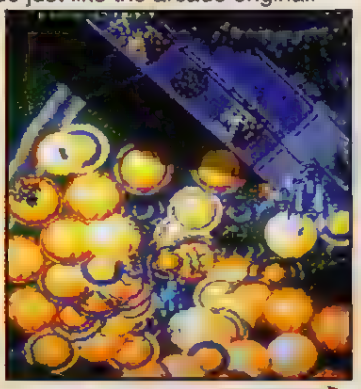
Seibu Kaihatsu of Japan

Raiden Project

PlayStation	PlayStation
Shooter	
January	Unknown Price

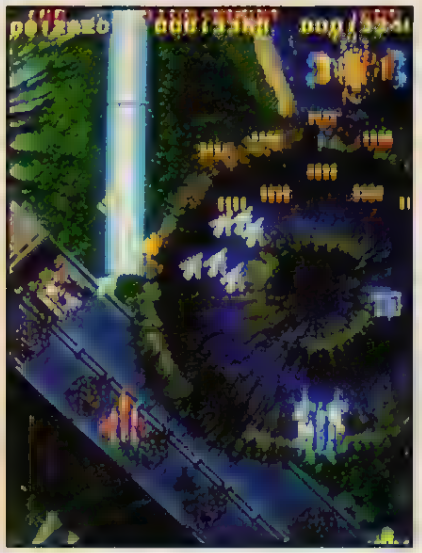
What a great deal! Both the tough Raiden and Raiden II arcade shooters are being packaged into one intensely challenging blastathon. As you can see, the game is virtually indistinguishable from the arcade originals. Also for purists, the Arcade Mode places the vertical-scrolling game on its side just like the arcade original!

Special Horizontal



Arcade Mode!

Turn your monitor over for a special horizontal "True Arcade" Mode!

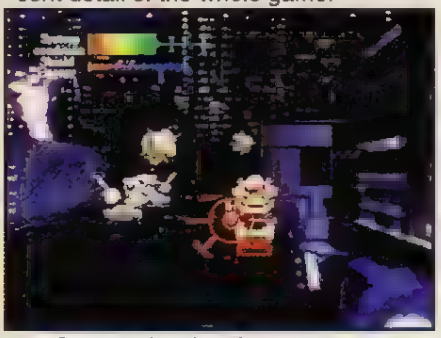


Human of Japan

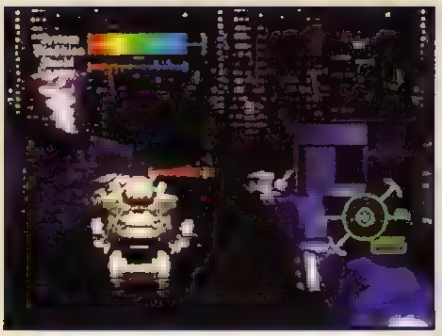
Belzerion

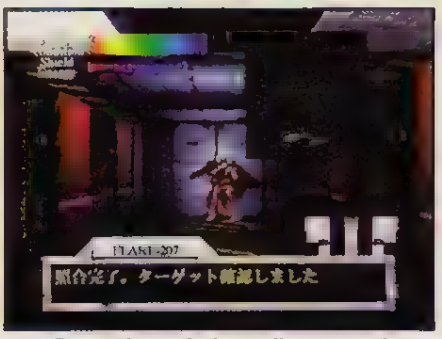
3DO	3DO
Adventure	
December	Unknown Price

In the 21st century, mankind lives deep underground in airtight shelters after a nuclear war. Play as an investigator who must solve a variety of intriguing mysteries that take place in Shangrila, the last shelter housing the survivors from Japan. The game world is controlled via a mouse so that you can keep your eye on the magnificent detail of the whole game!



Spectacular shooting scenes are coupled with a rich, enthralling story line.





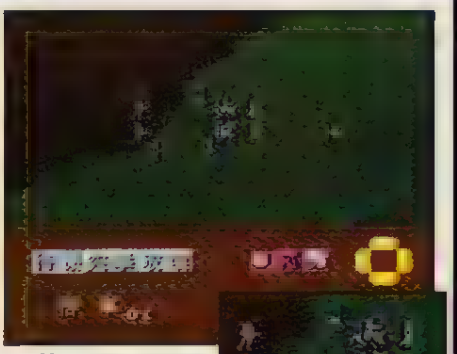
Creep through the walkways and uncover many unusual surprises!

Victor Entertainment of Japan

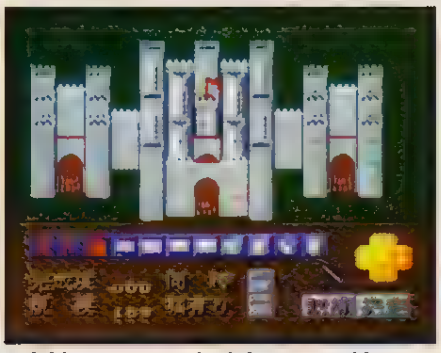
Super Castles

Super Famicom	SUPER Famicom
War Simulation	
November	¥9,800

The PC simulation from Interplay is being remade for the Super Famicom. It's an intriguing game in which you are the ruler of a Medieval state in 14th century France. You must rule wisely to keep your people prospering while using your cunning diplomacy and military might to expand your city-state with the ultimate goal of becoming king.



Your troops can engage in some furious battles! Be sure that you have the might and leadership to bring forth victory!



Add to your castle defenses and learn to defend your weaknesses as well.

The neighboring lands will harbor many enemies and potential allies!

Parents Beware!
Do not let your child read this.

National Council for Keeping Children Well-Behaved

National Council For Keeping Children Well-Behaved.

Stop

Does your child exhibit any of the following strange behavior patterns?

- Excited conversations with on-screen characters.
- Sudden waves of nausea brought on by cartridge-based games and computer-generated graphics.
- Frequent complaints that everything else is "kids' stuff" and/or "just cartoons."

The effects are undeniable. After just one exposure, a Digital Pictures product can damage your child for life.

Know them. Understand them. Face the threat they present. These Digital Pictures aren't ordinary video games. They are full length interactive movies. They use real actors. Hollywood directors. And the best special effects money can buy. Is it any wonder our children will be helpless to resist?

This must be stopped, and stopped now!

National Council for Keeping Children Well-Behaved

Go No Further!

These games are not designed by wholesome cola-drinking college boys with bad haircuts. They are the products of seasoned Hollywood professionals. Professionals who intend to do everything in their power to enslave our youth.

Experts report Digital Pictures' current technology is years ahead of the nearest competitor. Parents accustomed to CD ROM games with refreshing pauses and frequent blank screens will be in for a nasty surprise.

The distressing facts:

- InstaSwitch™ technology eliminates any and all delays.
- No lags, no breaks.
- Action is continuous and instantaneous.
- Days could pass before your child stops for nourishment.

What's more, Digital Pictures' sinister DigiChrome® technology processes flamboyant colors and flagrant images in ways even our most brilliant scientists can't begin to fathom. Digital Pictures' engineers have overcome hurdles insurmountable by other game companies. This outrageous and unfair play-power advantage is akin to Digital Pictures using dynamite when everyone else has only slingshots. A dangerous notion indeed!

This must be outlawed!

Warning!

Digital Pictures is attempting to sell your child completely addictive entertainment products.

- These are **not** cartoons.
- They are 100% full-motion interactive

CD ROM MOVIES.

- These are not **Games** the whole family can enjoy.
- They do not meet the gentleness standard of the National Council for Keeping Children Well-Behaved.
- Unchecked, these products will unduly excite our nation's youth!

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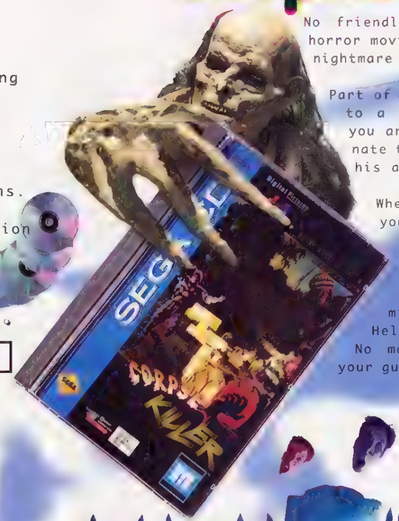
Corpse Killer

No friendly little shooter, but a horror movie that becomes your worst nightmare – and you're in it!

Part of a Navy SEAL team en route to a remote Caribbean island, you are commissioned to terminate the insane Dr. Hellman and his army of undead criminals.

When things go awry, you find yourself alone, dying of voodoo poison, and slowly turning into a zombie. Do you save yourself? Rescue your companions? Complete the mission and eliminate Hellman? All three? No matter what, pick up your gun and start shooting.



"...what are we doing holed up in a bloody graveyard?"

It's said this man can destroy the world. He can also save your life.

Julie Barnes Who is she and what does she want?

Slam City

With Scottie Pippen

Head to the cage and see whether you can run with some of the best streetballers around. It's live, in-your-face basketball. One-on-one, on the blacktop. Played the way it was meant to be.

Drive, dunk, steal, shoot the fade-away. Do whatever you gotta do to get past Fingers, Juice, Mad Dog, and Smash, and you may just earn enough respect points to face Mister Scottie Pippen himself – not a computerized animation, but the real world champion, pin a real game, head-to-head, for the first time ever.

Supreme Warrior

Enter the dojo of the grandmaster of all fighting games. Become a weapon of vengeance. Side kicks. Front kicks. A flurry of palm heels. A double-deadly body blow. And that's just the beginning. Unleash your Buddha Palm. Your Leopard Strike. And dozens of other hidden moves. You wanna fight cartoons? Get real!

Only you stand between this man and the massacre of an entire village.

Fight real-life martial arts experts in real-time and on location in ancient Hong Kong.

Wanna be a martial arts movie star? Now you've got a fighting chance!

Pretty treachery...devoted to knocking you off.

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"...what are we doing holed up in a bloody graveyard?"
...can destroy the world.
...your life.
...s already dead.
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and what does she want?

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Corpse Killer

SEGA CD™	November
SEGA 32X CD™	December
MAC CD ROM	November
PC CD ROM	March
3DO	November

Supreme Warrior

SEGA CD™	November
SEGA 32X CD™	December
MAC CD ROM	March
PC CD ROM	April
3DO	November

Slam City

SEGA CD™	November
SEGA 32X CD™	December
MAC CD ROM	Coming soon
PC CD ROM	December
3DO	March

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™, Sega CD™ and Sega 32X CD™ System

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Too !!@#$%& real.

Digital Pictures

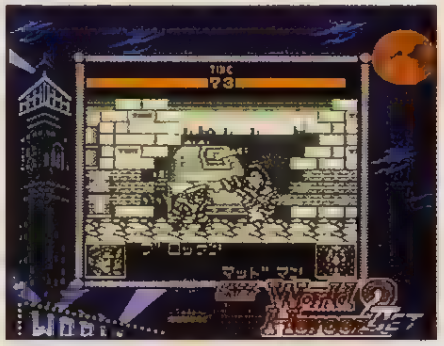
Too !!@#$%& real.

Takara of Japan

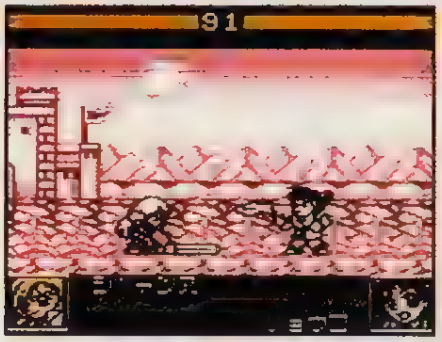
World Heroes 2 Jet

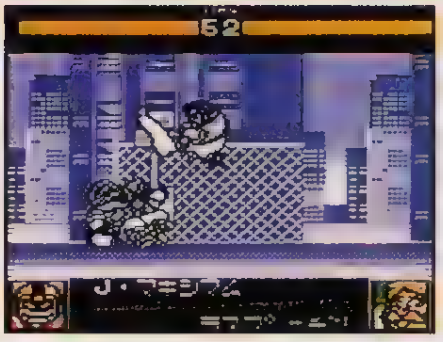
Game Boy	GAME BOY
Fighting	
February	¥4,600

Takara's following up on the huge NEO carts that were given the munchkin treatment for the Game Boy! This time it's ADK's whopping cart, but the gang's all here including even the end Bosses. Not just that, but every one of the power moves from the arcade has been perfectly retained. What a feat!



This cool border is the special border you get with the Super Game Boy!





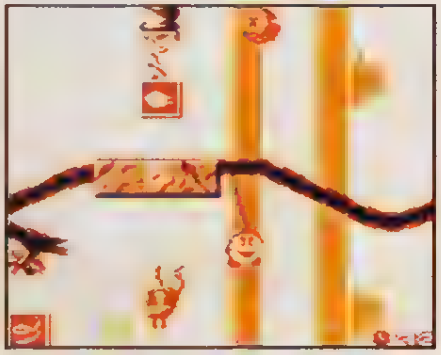
Namco of Japan

Pac in Time

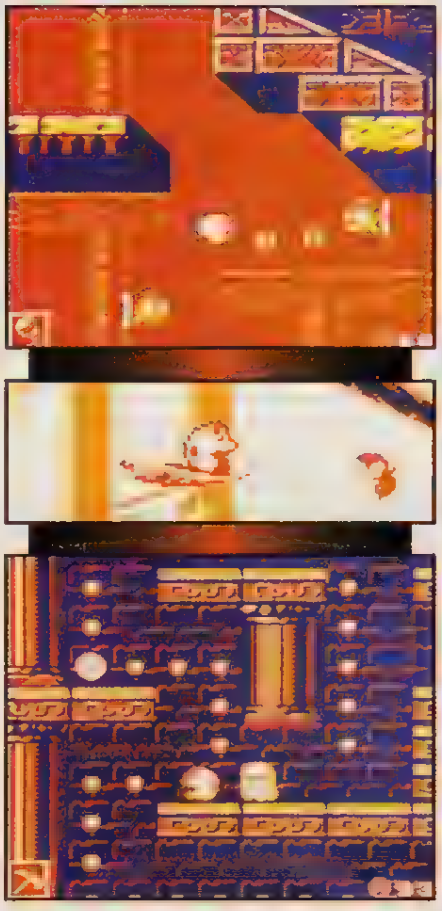
Game Boy	GAME BOY
Action	
Unknown	Unknown Price

Right after the announcement of the Super NES version, Namco is already hot on its heels with the GB version!

The plot is still the same; P-Man has had a spell cast upon him—removing all his limbs and features. Now he is pretty much stuck in his original form unless he can find the witch to reverse the spell or all is lost for him!



Many abilities can be gained by picking up special icons along the way.



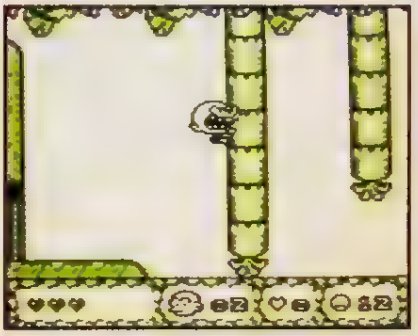
Hudson of Japan

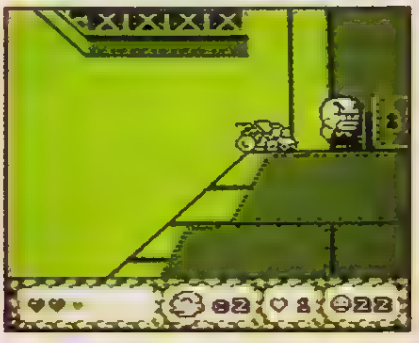
GB Bonk II

Game Boy	GAME BOY
Action	
Now	¥3,980

The prehistoric hard-skull is back to fight the Boss dino from the first GB outing who is up to no good again. Once again Bonk can transform into different guises by chowing down some meat. This time, however, the transformation is somewhat controllable. A slot machine-like meter will start spinning and you can take a chance.

The Super Game Boy frame provided is from the Super NES version.





GET IN THE GAME!

WIN A TRIP TO AN NCAA COLLEGE BOWL GAME*
And
A $2,500 College Scholarship!

NCAA® Football So Real It Hurts!

If this game were any more real, you'd be spitting out turf! Bone-crunching hits, spectacular sacks, great player graphics and powerful stereo sound make NCAA Football the latest generation in video football games. It's the first of many new exciting sports titles from the new Mindscape ***and NCAA Football is officially licensed by the NCAA.***

Real College Plays!

Choose from more than 70 real college plays including your favorites like the Wishbone, I-Formation, triple options and Suicide Blitz. On offense, you choose your line-up, formation and play. You can control the player with the ball or just let the computer run it for you. On defense, you can attack, read or cover with an amazing degree of control. Even control field conditions - play in the snow or mud if you want!

40 Real College Teams!

Choose your favorite college team and lead them through classic match-ups, playoffs and the #1 title. ***You get 40 NCAA Division 1 teams - more than any other game - with real school names, logos and team attributes.*** You can even set up "dream teams" and fantasy championships with powerhouse college teams from the 60s, 70s, 80s and 90s.

Get Real!

It's time to get real - NCAA Football, the first of many exciting sports titles from the new Mindscape. Real teams, real college play, real gridiron football. It's glory and honor and victory! This is real!

For the store nearest you or to buy, call

1-800-866-5967

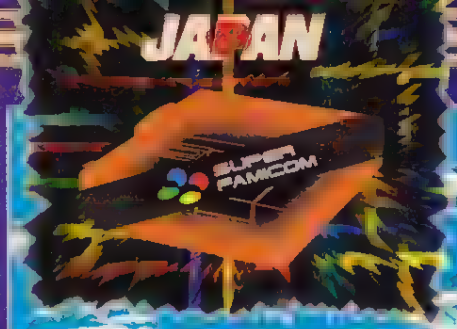
For Super NES® & Sega Genesis™

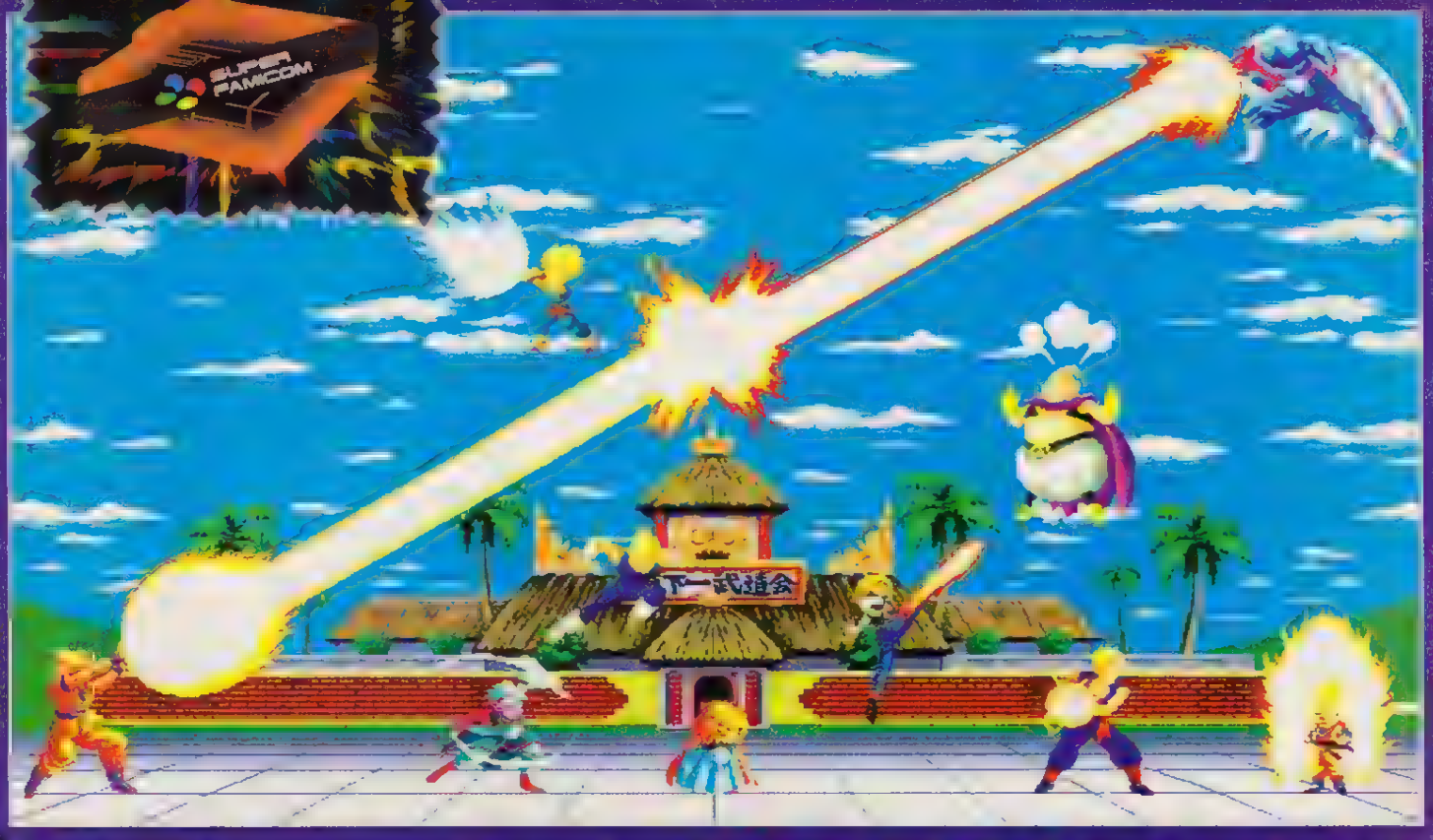
Play tournaments with powerhouse teams from the 60s, 70s, 80s & 90s

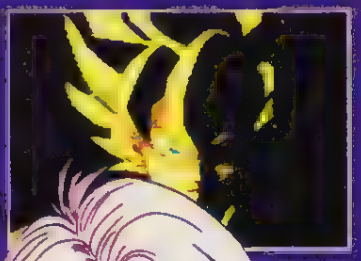
MINDSCAPE®, Inc.
...is the new name for The Software Toolworks. When you see the Mindscape logo, you'll know you're getting the best in eye-popping, ear-tingling and mind-expanding video game entertainment.

MINDSCAPE

NCAA
OFFENSE
DEFENSE
FIRST DOWN







Are you ready for fighting action unlike any other game on the market? Dragon Ball Z 3 takes over where the previous versions left off. It is now much later in the Dragon Ball Z story. However, because the story is still going on in Japan, there is no Story Mode in this game like there was in Dragon Ball Z 2. That's unfortunate, as the story was a great change of pace from all of the hectic fighting.

Dragon Ball Z 3 has a few new cast members. There's Son Gohan, now fully grown; 18 Gou, a character from DBZ1: Son Goku's second son. Son Goten, fights alongside his older brother, Gohan; Trunks, the young son of Burma makes his appearance; Kaoshin, one of the four Ultimate Gods holding the Universe together, is here and who could forget the new villains, Dabula and Boo. Of course, there's still the heroic Son Goku, and the wickedly powerful Vegeta. A winning lineup by anyone's opinion.

There aren't a whole lot of new options in DBZ3, but there are some new attacks to be mastered, like the Meteo Smash which replaces the basic Meteo Attacks from the second game, and some new basic maneuvers for several characters.

The combat system still works the same way, meaning that the screens are huge and combat can take place miles away! The ability to crank out combos has been improved with better game play and a faster game speed.

Overall, Dragon Ball Z 3 features some nice improvements and is a worthy purchase.

THE GOOD

The play control has been tweaked even more for better control. Plus, this game is still way too cool!

THE BAD

It almost seems as if this game was rushed. There aren't a lot of differences between DBZ2 and this one.

THE UGLY

Boo's fascination with turning people into cookies and eating them. If I'm gonna go, there's no better way.

THE LATEST CAST

FACT FILE

DRAGON BALL Z SUPER FUTODEN 3

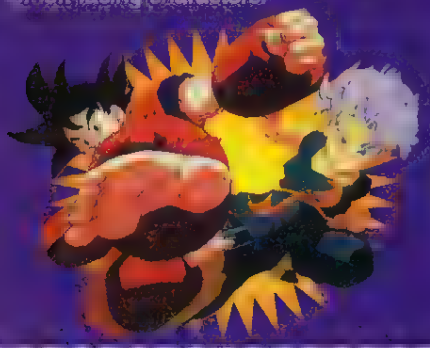
MANUFACTURER	# OF PLAYERS
BANDAI OF JAPAN	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOW - JAPAN
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
FIGHTING	100%

THE NEW METEO SMASH...

The Meteo Attacks from DBZ2 are not in this version. They have been replaced by a new attack called the Meteo Smash! All of the characters except 18 Gou and Kaoshin, have their own attacks.

These attacks have no effect on the Power Bar so you can do them over and over. To do them, you must be right next to your opponent.

Note: The moves shown are for characters facing right. Reverse them for left-facing characters.



The Meteo Smash Attacks are a hilarious way to spice up those long, tedious battles.

Son Goku - Neo Meteo Smash
+ B

Son Gohan - Kamenretsu
+ B

Son Goten - Response Rush
+ B

Vegeta - Garik Gun Fire
+ Y

Trunks - Spiral Rush
+ B

Dabra - Flushing Swirl
+ Y

Boo - Sad Blues
+ Y

Vegeta's Meteo Smash is as deadly as it is amusing to watch.

CHEATERS DO PROSPER...

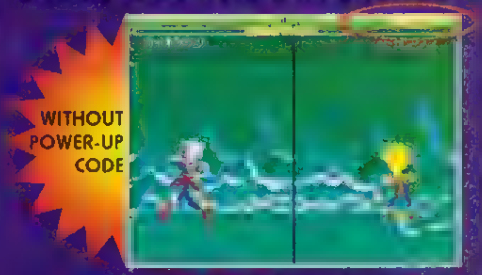
Ah, cheating. There's nothing quite like it, especially when you can get away with it. Dragon Ball Z 3 has a nifty way to gain the advantage during a fight! All you need to do is enter one of the codes shown on the right of the screen where the two characters are talking, right before the fight takes place.

If the code worked, you'll see your character perform his or her charge move. Then get set for some real fun. These codes boost your offensive and defensive abilities during the fight. The first code improves you a little bit while the sixth code boosts you to the extreme!

ENTER ONE OF THESE CODES:

1.) Up, L, Down, Y
2.) Left, L, R, Right
3.) Down, X, Up, R
4.) L, R, Up, Down, Y, X, Left, Right
5.) Up, L, Up, R, Up, Y, Up, X
6.) Left, R, Up, X, Right, Y, Down, L

CHECK OUT THE DIFFERENCE

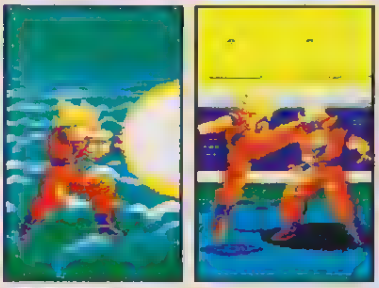


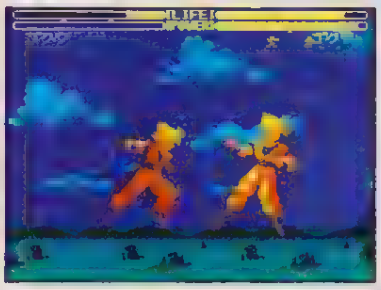
THE STORY SO FAR...

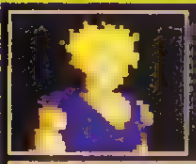
Dragon Ball Z 3 takes place much later in the Dragon Ball Z story than DBZ2 does. The most noticeable change in this version is that Son Gohan is now grown up, tying the game into the story of the television show that is still on the air in Japan

Although Son Goku disappeared from Dragon Ball Z 2 and could only be accessed by entering a code, Goku returns for more fighting action. He is the most powerful character overall, and he has learned a few new tricks while on his leave of absence

In addition, Goku can dish out some nasty moves like the Slash Down Kick, Jump Knee Lift, his infamous Kamehame Ha and his ultimate move, the Super Kamehame Ha. Son Goku has always been a favorite character, so it's good to see that he made a comeback. Heck, do you think you could survive a battle with Cell?







SON GOHAN

At this time, Son Gohan is now grown up and takes a pseudo lead role in the game. Gohan uses a lot of brute force for his moves, rather than the finesse that many of the other fighters employ.

Some of Gohan's moves include a Jet Upper that knocks opponents out of the air, the Bakuretsu Punch which will stun you if all six punches hit, plus many more. Gohan is one of the best characters to learn to play with.

Gohan's Jet Upper is the perfect solution for opponents who jump too much.

GOHAN STRIKES

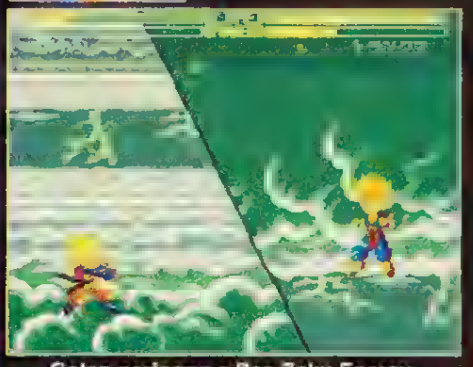
One of Gohan's power moves is the deadly Masenko.

Son Gohan has a flurry of attacks to bedazzle even the toughest of opponents. Witness some of these!

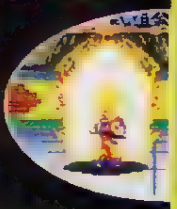
SON GOTEN

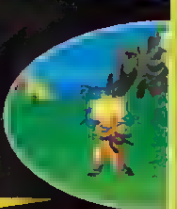
The second son of Son Goku, Goten has a look and fighting style that closely resembles his father's. Son Goten may be small, but don't let his size fool you. He packs some strong moves like the Rolling Bomber, Spinning Cannon and the Strike Elbow, a tasty little move to perform while struggling in a battle.

Goten is still young, but he's already learning what it takes to be a man in battle. Goten is a worthy choice for battle.

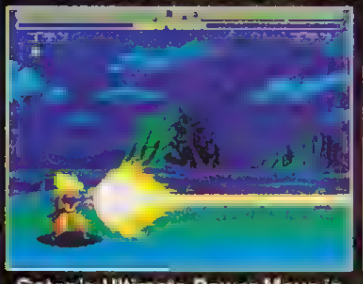


Goten performs a Ren Zoku Energy Dan attack on Trunks, and misses.



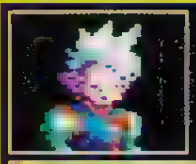


GOTEN'S ASSAULT



Goten's Ultimate Power Move is the infamous Kamehame Ha.

Goten's small size makes him easy to underestimate, but his father's abilities have prepared him well.

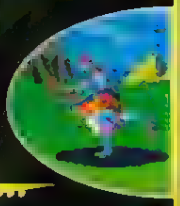


KAOSHIN

Kaoshin is one of four gods holding the Universe together. As the story goes, Kaoshin killed a creature named Babidi's Father (read more about that below) and now he must fight again.

Kaoshin is no slouch in the combat department. With knowledge of techniques such as the Shirenkyaku, Kienjin and Crazy Rush where Kaoshin unleashed a fury of punches. Kaoshin seems to be the master of the sneak attacks.

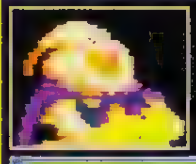
The Kienjin is a great deterrent for those who like to attack with jump kicks.



KAOSHIN'S FEROCITY

Kaoshin's Gekirenoho packs a strong wallop to any in the way.

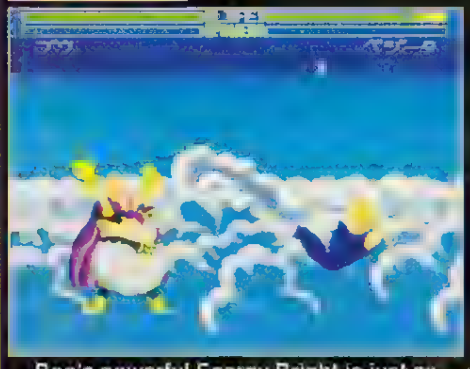
Trunks is about to get a taste of Kaoshin's Fireball attack right in the kisser. Not a time to throw a punch.



BOO

Boo is the result of one creature's desire for revenge. Babidi, Boo's master, conjured him up so that he could kill Kaoshin the killer of Babidi's father. Boo may look like a cute little baby, but his desire for cookies and combat far outweigh this oversized killing machine.

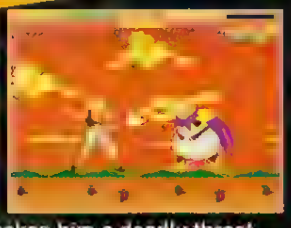
Boo utilizes powers like the Hip Crash, Power Saito and the Planet Attack which he uses to careen into his opponents. Boo is one of the strongest characters.



Boo's powerful Energy Bright is just as deadly close-up as it is far away.

THE BABY STRIKES

The Mightiness Bomber is Boo's Ultimate Power Move.



Boo's natural strength makes him a deadly threat. Keeping your distance doesn't always help either.

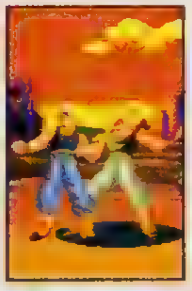
ALL-NEW TRICKS...

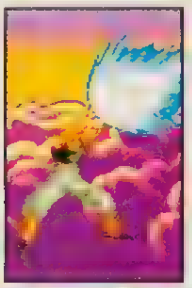
Like all the Dragon Ball Z games before it, DBZ3 has a few tricks thrown in to make it more exciting.

To begin, there is a Turbo Mode to make the game two times faster than normal—and it's quite simple

Before you turn the game on, hold down the A,B,X and Y buttons on controller one. Turn the power on and as you hear the voices, perform clockwise 360 degree motions on the pad while still holding down the buttons. Then, press START on the controller and at the Title Screen. The green ball should now be orange.

Best of all, there's a hidden character in the game! It's the grown-up version of Trunks. To access him, enter the following code at the Intro Screen where you see Son Goku's face: Up, X, Down, B, L, Y, R, A. Seasoned DBZ players will recognize this as the same code that brought Son Goku and Brawley to life in DBZ2. The grown-up Trunks can perform the Meteo Smash like the other characters do. His controller movements are unique. You do the motion like the original Meteo Attacks from Dragon Ball Z 2 (i.e., Toward, Away, Down, Up and Y). Have fun, boys and girls.





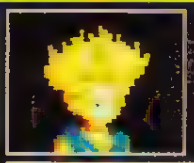
WHAT'S NEW IN DBZ3?

If you've played through Dragon Ball Z 1 and 2, you're in for a treat. There were some aspects of the game that got frustrating, and thankfully, many of those needed changes have been implemented into Dragon Ball Z 3.

First off, the charge times. As anyone who has played DBZ2 will tell you, charging up your Power Bar was an exercise in patience. DBZ2 required you to wait 15 seconds to become fully charged when you held down the Y and B buttons. Now that time has been reduced to a miniscule five seconds. A big difference in the heat of battle.

Another problem many gamers may have experienced in DBZ2 was that you could only zip to the upper or lower levels of the playing field when the dividing bar was showing on the screen. In other words, if you were getting pummeled in the corner, you could zip up or down to escape the conflict. In DBZ3, that problem has been resolved, and it too makes a big difference in battle.

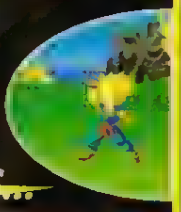
Although this a minor nitpick, after you fired off an Ultimate Power Move in DBZ2, you couldn't move your character for almost two seconds. Whether or not this was intentional, it did throw off the feel of the game. Again, this problem has been resolved in DBZ3, making the combo abilities much greater than ever before.



TRUNKS

Not to be confused with the older version of Trunks, this younger Trunks is the son that Burma gave birth to after the big Cell battle. Trunks grew up with Goten which explains their similar fighting styles. Special moves like the Splashsault, Grand Furi and the Sonic Knuckle, which is a rapid fury of punches make Trunks a fun fighter to use. When fighting against Goten, it's a pretty even match.

Punches are definitely Trunks' forte. His Sonic Knuckle boasts incredible speed.



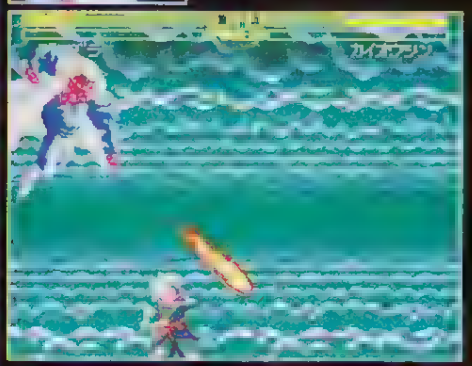
The Kikouha is Trunks' killer Ultimate Power Move.

THE FURY OF TRUNKS...

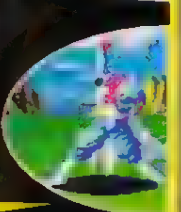
Trunks can dish out the punishment on Gohan, yet he can take some abuse as well from Boo.

DABULA

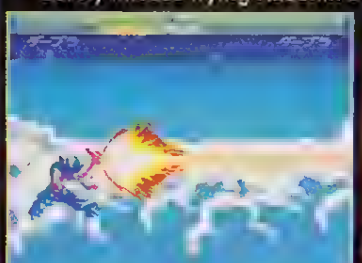
Dabula is Babidi's faithful sidekick—at least he was until Boo turned him into a cookie and ate him in one of the episodes. Anyway, Dabula's main weapon is his sword, which he uses with his Meteo Smash attack and his Sword Kiyanos. This powerful warrior has it all—speed, strength and a hip outfit. While being turned into a cookie must be a bummer, Dabula is a great character for those who demand strength.



The Sword Kiyanos attack just barely misses frying Kaoshin's head.

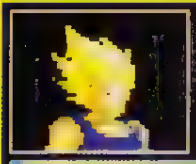


DABULA ARRIVES



Dabula has a Shoot Flame attack for those nasty surprises.

Dabula isn't one to fool around. He has a counter attack for nearly every move you throw at him.



VEGETA

Vegeta is a familiar face to Dragon Ball Z players and fans of the show. This compassionless warrior lives for the fight and has the coolest attitude. Vegeta packs a wallop with his Super Dash Driving Elbow and his Dokuhoha that surprises opponents by striking them from underneath.

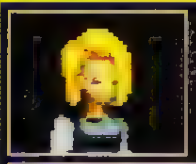
Vegeta is the perfect character for those who believe in his no-holds barred attitude. He has got to be the most fun character to play as.

The Dokuhoha assault strikes swiftly and can trip up even the heartiest of players.

THE RUTHLESS VEGETA...

Vegeta's Final Flash is his devastating Power Move.

Vegeta's sheer number of combo abilities make him a great fighter for those who demand the best.

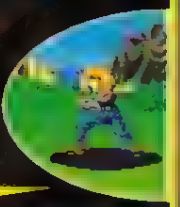


18 GOU

18 Gou is the only female warrior in the group but she has what it takes to battle with the big boys. Her arsenal of destruction includes the Hip Attack, Triangle Kick and the Palm Smash in which she smacks you in the head and follows it up with a flurry of repeated hits. It's very reminiscent of the Zenretsuken attack in Art of Fighting.

18 Gou's advantage of speed and sneak attacks make her a viable ally in battle.

18 Gou gives Boo a blast to the body with her wicked Spike Rainer attack.



18 GOU'S FURY

The Power Move for 18 Gou is called the Energy Wave.

18 Gou has a great batch of moves to unleash. Here we see Vegeta getting blasted in the kisser!

Another comment that repeatedly came up was the sheer number of backgrounds to choose from. In DBZ2, there were 17 backgrounds to choose from. DBZ3, however, only has nine. It seems as though the background designer took an early vacation or something.

Credit should be given to DBZ3 for the background details, though. They are very sharp and detailed. DBZ2's backgrounds look pixilated and have a noticeable lack of color.

Now we turn our attention to what could be in store for Dragon Ball Z 4. First off, there will most likely be new characters to play as, new special moves to learn and new backgrounds, but what about the story? Two characters, Vegeta and Dabula, are killed by Boo in the story line of this game, but that doesn't mean they won't be back. And what about the marriage between 18 Gou and Kuririn, and their son? It seems that there is more to DBZ than outrageous fighting!

FOR ALL YOU TRIVIA BUFFS...

Those of you who have played all three DBZ games may remember that when you turn the game on, there is a conversation that takes place on the black screen. Did you ever wonder what they were saying? Well, all you trivia buffs, now you can quiz your friends and enemies!

DRAGON BALL Z

Osu! Ora Goku. Iccho yatte mikka!

Translation:

Yo! I'm Goku. I'm gonna give it a go!

DRAGON BALL Z 2

Omeh no debandah, Gohan!

Translation:

It's your turn, Gohan!

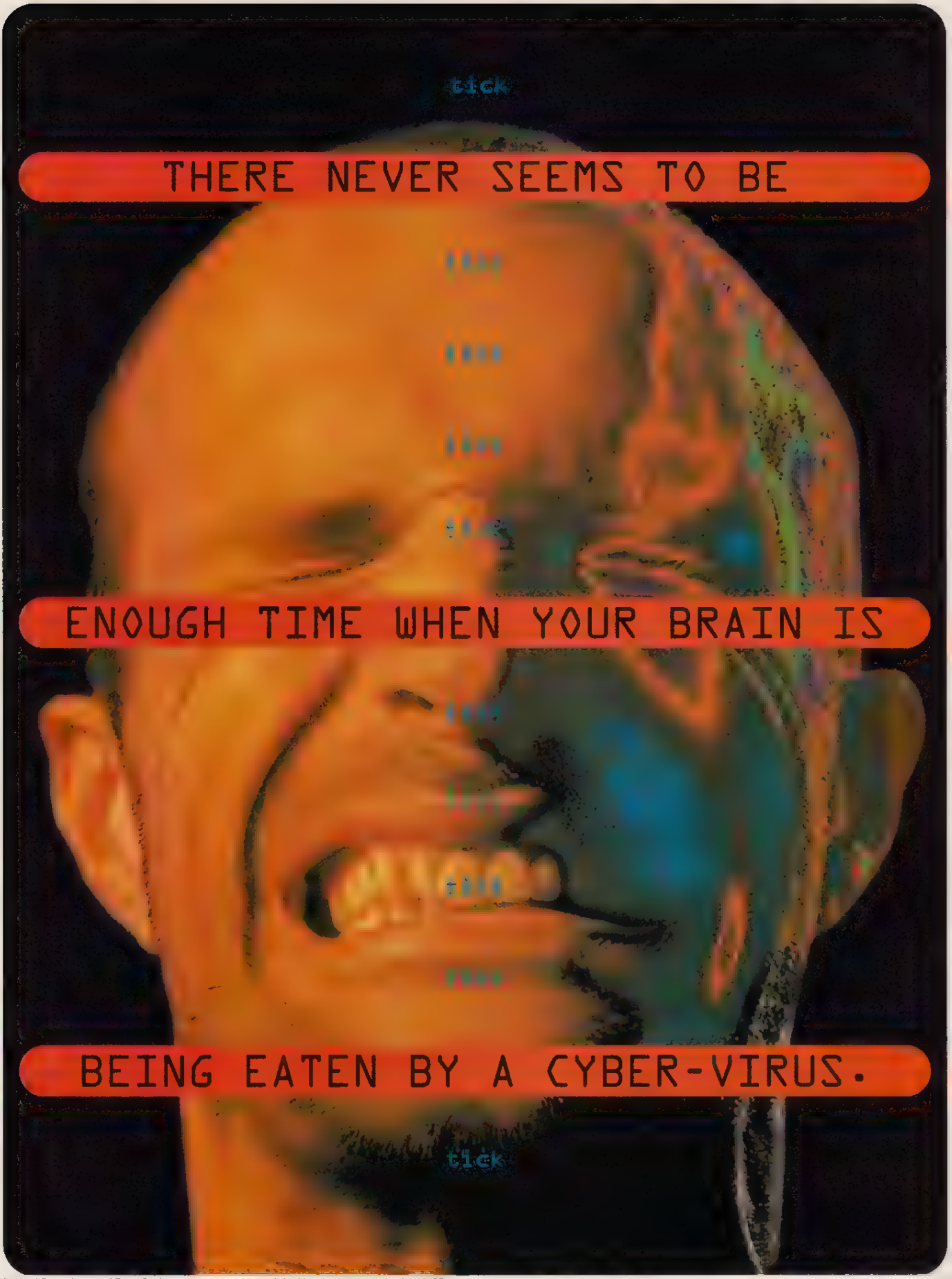
DRAGON BALL Z 3

Shobu da Kakarot!
Doh surukida Vegeta!

Translation:

It's showdown, Kakarot!
What are you doing Vegeta?

What is a Kakarot you ask? That's Son Goku's real name. You get a bonus point if you already knew the answer.



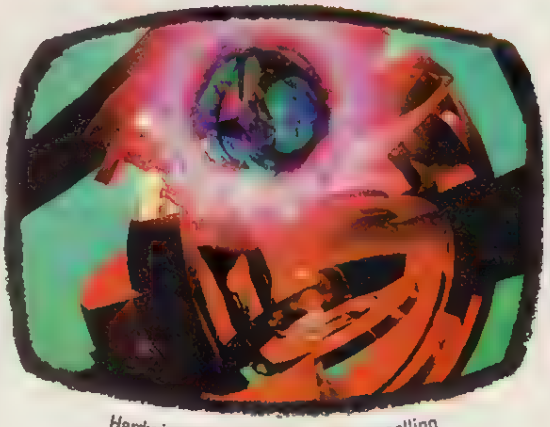
Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD *Suggested retail price International Terms Open ©1992 Philips Interactive Media France and Patine Interactive All rights reserved Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc All rights reserved ©1994 Philips Media All rights reserved Both the copywriter and the art director of this ad would like to say hi to their respective moms They'd also love to get CD players for Christmas

CD-i

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh

FREE a BURN:CYCLE

Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast



Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.

Click forward to the year 2063 tick **where you've become a jaded** tick **nihilistic data thief named Sol Cutter** tick **with a neural implant jack in your neck** tick **and one day while downloading corporate secrets** tick **into the software inside your skull** tick **you also contract a nasty little** tick **computer virus called Burn:Cycle** tick **which is basically gonna corrode your brain** tick **like battery acid in two hours unless you can** tick **outwit and outshoot relentless enemy agents** tick **find Doc the only guy who may know how to save you** tick **then make peace with your personal demons** tick **and somehow God help you** tick **locate the party responsible** tick **in this cold harsh neon-lit world** tick **before you bite the oh what a bummer** tick **your time's up**

Magnavox 450 CD-i player now $299.99* includes 2 free titles

*For details on Burn:Cycle offer see participating CD-i retailers

PHILIPS MEDIA

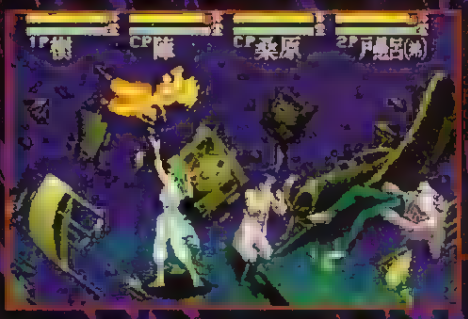
JAPAN

MEGA DRIVE

Yu Yu Hakusho

Be A Team Player!

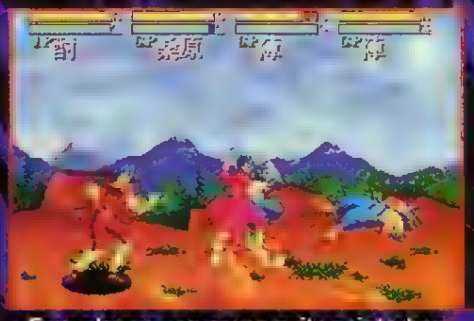
This game can be a four-player simultaneous game! By using the Sega four-way adapter, you and three of your buddies can slug it out in either a free-for-all or one team of two against another team of two! Lots of mayhem will ensue, and shots that you fire will not harm your team members at all! However, other problems may arise!



1 Vs. 2 or 3 enemies!

Beat Story Mode and a new option appears that lets you fight multiple opponents!

You can check out the statistics to see who killed the most players!

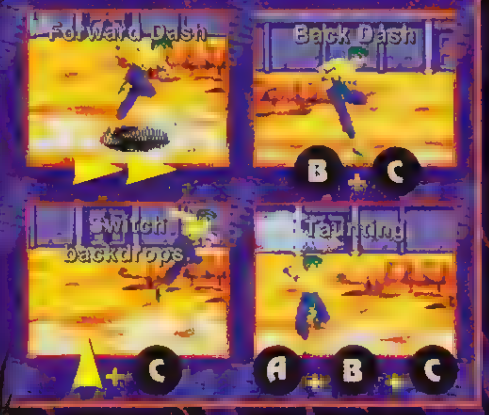


Four players can cause quite a riot when a nutty free-for-all breaks out!

Control Features

A	Strong and slow attack.	Dash forward.	X
B	Fast and weak attack.	Switch backdrops.	Y
C	Blocking attacks.	Dash backward.	Z

Note: See the chart on the right for control replacements for the X, Y, Z buttons.



THE GOOD

Lots of action, especially with four players! Terrific number of moves and skills! Typical Treasure game!

THE BAD

The characters are rather small, and when four big guys duke it out, there is a lot of break-up!

THE UGLY

Trying to keep an eye on the action with four players! Blasts, bodies and stuff come from everywhere!

Treassure has added to its collection of hits for the Mega Drive with this four- player slamfest that is based on one of Japan's most successful animes.

YuYu Hakusho presents 11 totally balanced characters in a new approach to the street fighting genre. For example, all of the characters have a double jump for getting around the madness of four-player simultaneous! Team options exist to let you really get unnatural fights going! Other features include one vs. two- or three-enemy teams. The game is well balanced, and plenty of moves and special comeback moves make the game an absolute riot to play! Let's hope that it makes it to the USA!

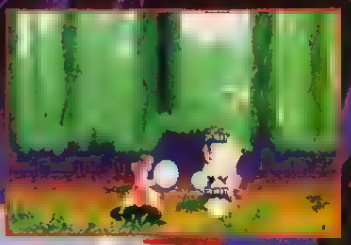
FACT FILE

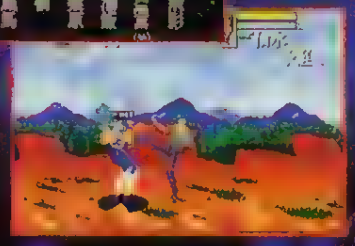
YU YU HAKUSHO

MANUFACTURER	# OF PLAYERS
SEGA	1 TO 4
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A	10
THEME	**% COMPLETE**
FIGHTING	100%

Many different game modes!

There exists a Practice Mode where there is no lifebar or magic meter. A Tag-team Mode is present, along with a Two-on-two Mode and some other nifty bangs and whistles—like stat charts that show who defeated which player and how many times.





Yusuke

As the main character of the game and of the anime series, Yusuke has rapid hand attacks and a charging fireball that can be saved for surprise attacks!

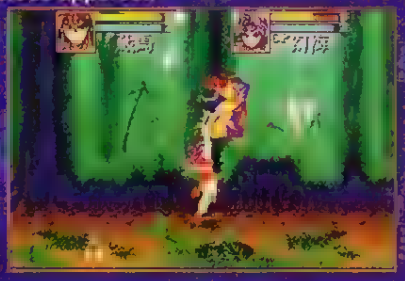
Yusuke can charge up his fireball and save the mega blast for a good opening!

Last-minute Desperation Move!

Yusuke produces a volley of blows that will end in a fully-charged mega fireball!

Genkai

Yusuke's mentor, Genkai, has the same charging fireball as Yusuke and other deadly range attacks. Watch out for her vicious uppercut.

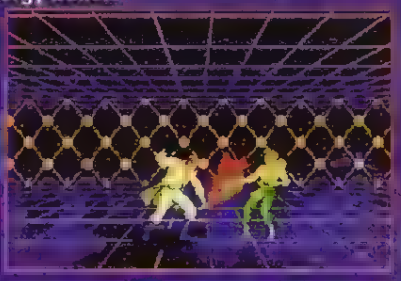


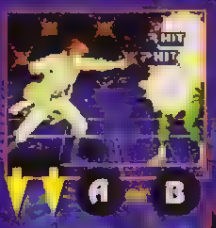
Last-minute Desperation Move!

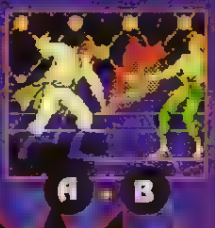
A volley of blows is Genkai's special. She is capable of up to 14 blows!

Kuabara

The archrival of Yusuke, Kuabara uses an energy sword-bat thing that can be teleported or split, to fire off little energy bullets.





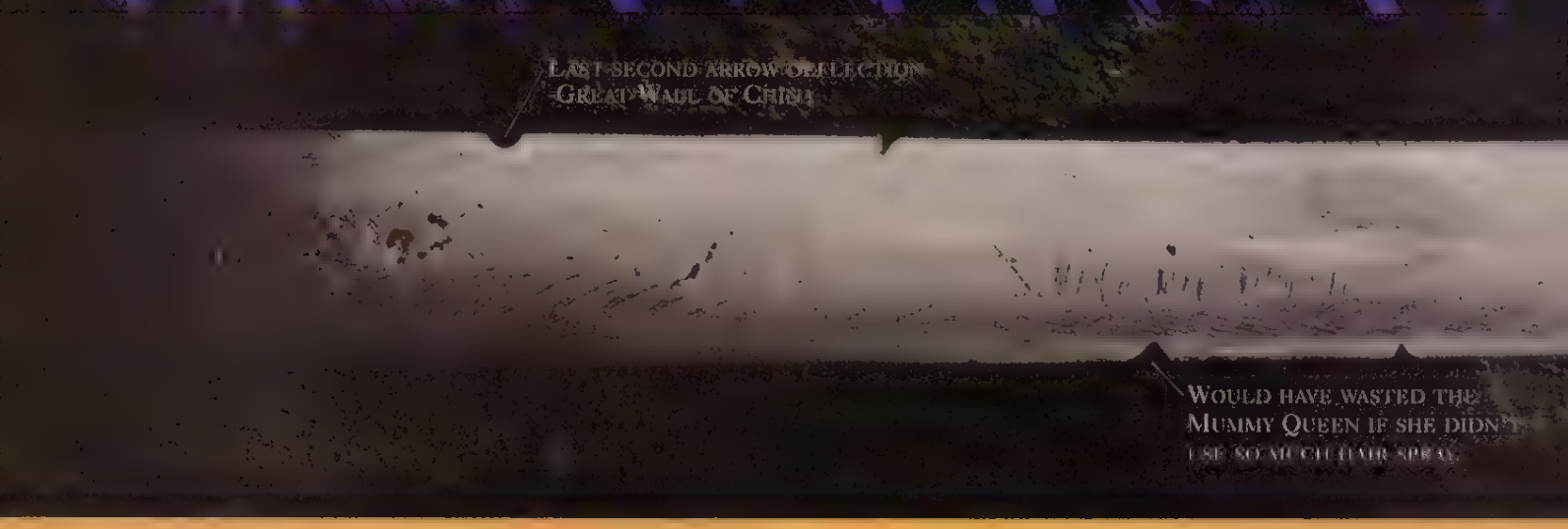


Last-minute Desperation Move!

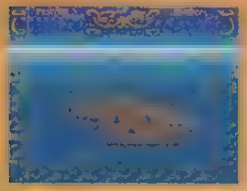
Kurama can go into a frenzy of slashing and knocking that is deadly!

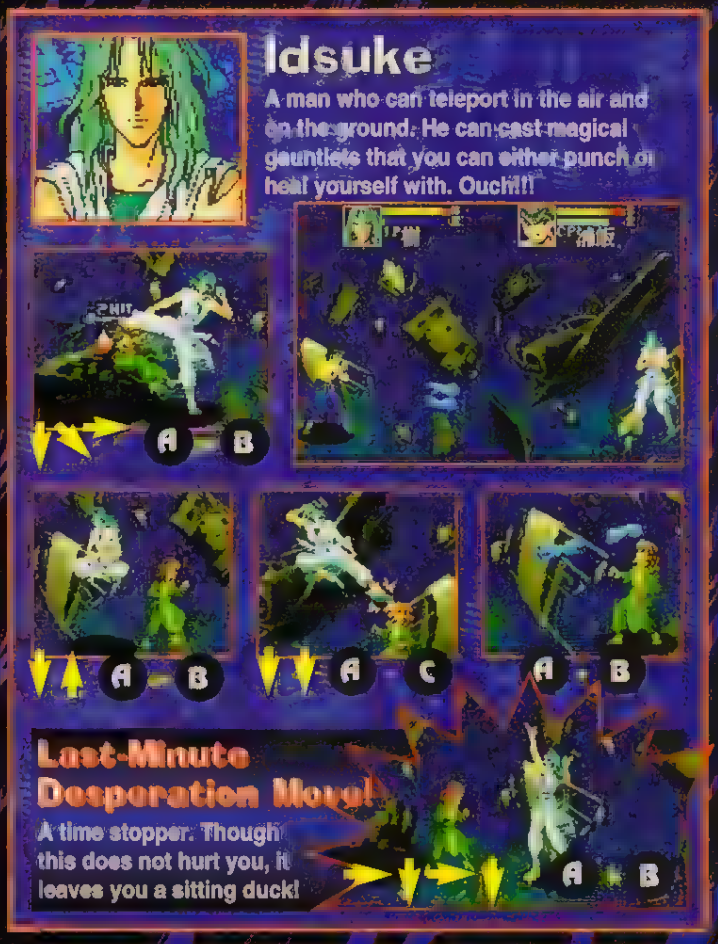
Kurama
Kurama has the ability to use all kinds of plantlife as weapons. Flying roses and ground-bursting plants are some of the worst.
A B
A B
A C
A B
Last-Minute Desperation Move!
Kurama can turn into the fox spirit Yoko and rush you for mega damage!
A

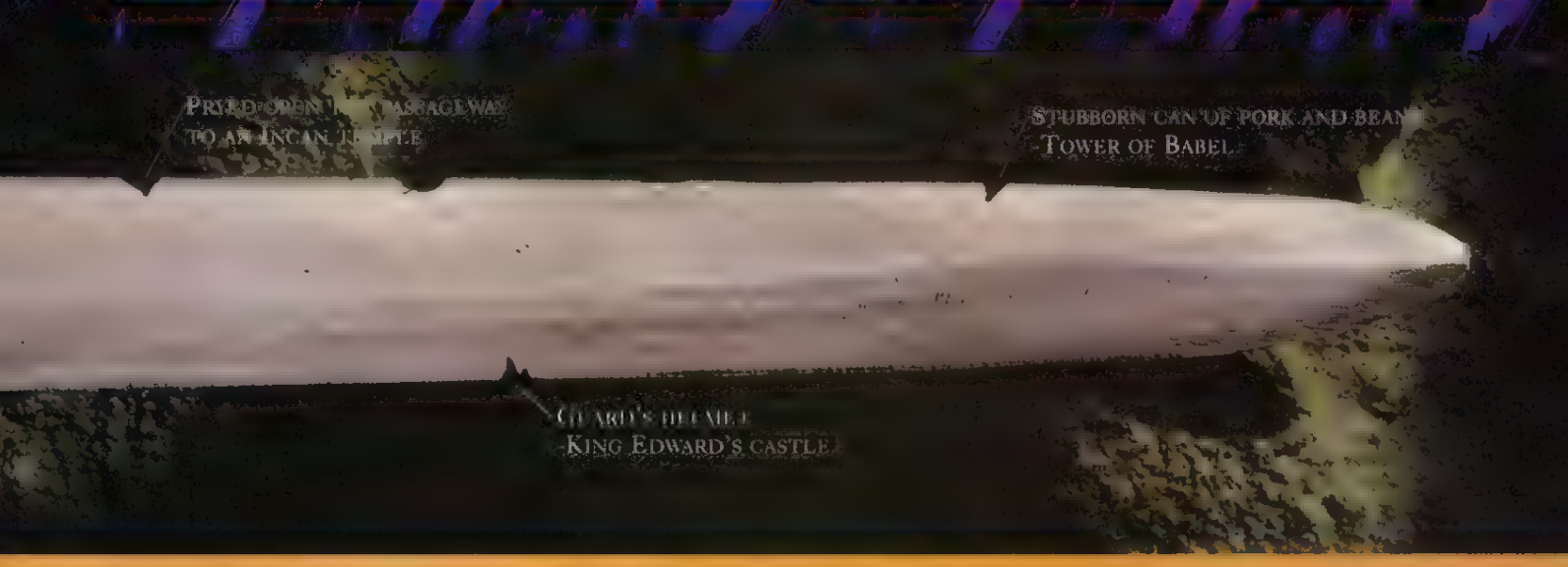
Hiei
This thief spirit is small and swift. He is capable of teleporting through enemies and other rapid punch and sword attacks.
A B
A C
A B
Rapid
Last-Minute Desperation Move!
This dragon spirit can either cause mega damage or make you powerful!
A

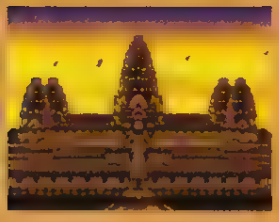


A Game This Tough Only Comes Around Every 800 Years. If you've met the challenge of Legend of Zelda® or the Secret of Mana™ then you're in for a whole new world of adventure. In Nintendo's Illusion of Gaia™, you'll cross continents, travel back in time and come face to face with the fiercest fighters in history. ✠ If you think it's just role playing think again. Imagine crawling inside the Egyptian




Idsuke
A man who can teleport in the air and on the ground. He can cast magical gauntlets that you can either punch or heal yourself with. Ouch!!!
Last-Minute Desperation Move!
A time stopper. Though this does not hurt you, it leaves you a sitting duck!
Sensui
This guy uses up little energy and can fire three different kinds of fireballs depending on the button pressed! Also be careful of his pistol!
Last-Minute Desperation Move!
He can fire three different super fireballs in the same action as the small ones!





Pyramids, over the Great Wall of China and through the Incan ruins of South America. And everywhere you go, someone is waiting to hack you to bits. So watch out! The only good news is the earth spirit Gaia will be there to guide you. And each Game Pak also includes an enemy profile poster, a wall map, and an 84-page Explorer's Handbook that'll help you keep your head. ✠ So get ready for the Illusion of Gaia™, it's bigger than reality...and it's the boldest adventure in the world.

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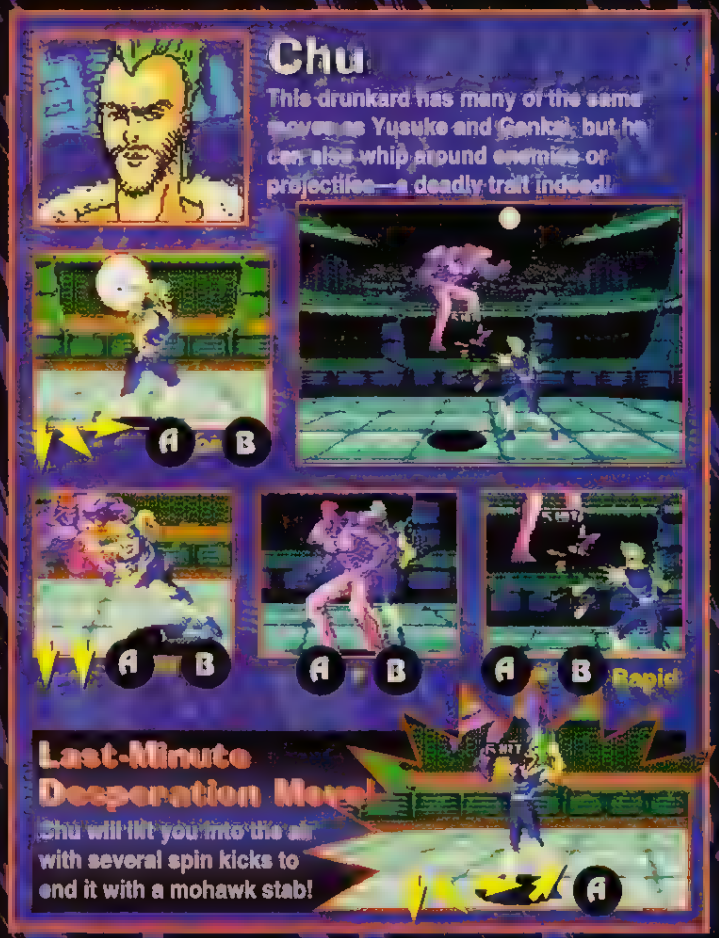
Chu
This drunkard has many of the same moves as Yusuke and Genkai, but he can also whip around enemies or projectiles—a deadly trait indeed!
A
B
A
B
A
B
A
B
Rapid
Last-Minute Desperation Move!
Chu will lift you into the air with several spin kicks to end it with a mohawk stab!
A

Jin
With the ability to dash in the air and perform several jumps, Jin has it easy. His power over wind is very strong and very fast!
A
B
A
B
In air
In air
Last-Minute Desperation Move!
Jin becomes a mobile tornado that can keep anyone in the air! You will be dizzy.
A
B

THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE DEADLY. AND THEY'RE THE ONLY WELCOMING COMMITTEE YOU'RE GONNA GET. If you've battled

your way through Legend of Zelda® or the Secret of Mana™ then you're in for a whole new

world of adventure. The Illusion of Gaia™ is no simple role playing game. It's hand to hand, mind vs. mind action against the greatest warriors the world has ever seen...And some the world hasn't. ✠ As if Incan warriors,

Toguro 100%
Easily the strongest character in the game. Togoro can be surprisingly fast and his punches can send you flying across the entire screen!
A or B
A or B
A B
A or B
Last-Minute Desperation Move!
By increasing his power, Togoro will slide across the ground right at you!
A
Toguro Elder
The Elder Brother of Togoro 100%, this freak can create dummies of itself to fool you. His whole body can change into deadly weapons!
A B
A C
A B
A C
Last-Minute Desperation Move!
Togoro Elder will turn into a spinning lance that can hit over 10 times!
A

Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✠ Luckily for you, your Gaia Game Pak comes with a free enemy profile poster, a wall map and a full color 84-page Explorer's Handbook. ✠ So get ready for the fiercest fight of your life. Because if you can't survive the dangers of the past, there is no hope for the future.

Only For Nintendo

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SPACE ACE

The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

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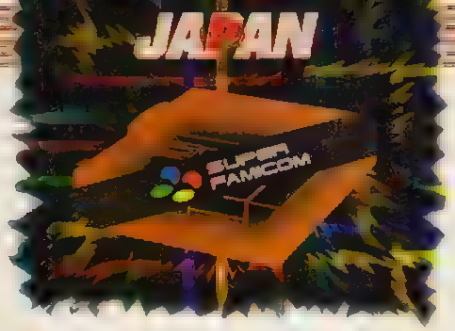


Pac is back! Just when you thought he was retired, the yellow eating machine is off on a whole-new adventure

The evil Ghost Witch has decided to get rid of Pac-Man once and for all by sending him into the year 1975. The time warp changed Pac-Man into his earlier shape—shortening his arms and removing his nose. The ghosts are after him, too.

Pac-Man now must make his way back to his proper place in time. Clearing levels filled with dots helps him do it. Reminiscent of the original arcade classic, there are power pellets that allow you to eat ghosts.

This game has not been announced for a U.S. release. It, however, will also come out in England from Mindscape.

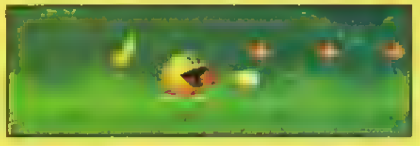
PACMAN'S ABILITIES

GRAPPLING HOOK

Swing around with the grappling hook.

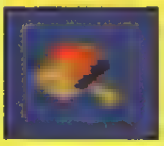
THE FIREBALL

Kill enemies with his fiery breath. Toasty!



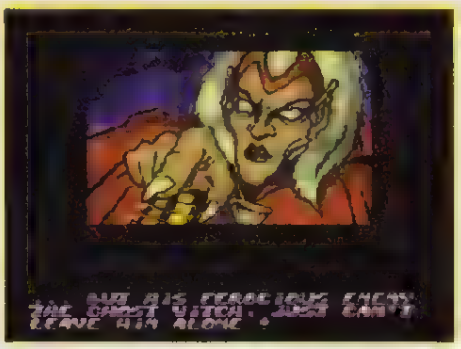
THE AIR BUBBLE

This allows you to swim underwater and blow bubbles.



THE HAMMER

Hack open logs and wreck the bridge with the hammer.



PAC-IN-TIME

THE GOOD

The graphics are really good, and Pac-In-Time is loaded with technique and game play.

THE BAD

Of all tunes you could put into a game, why these? The songs become annoying rather quickly.

THE UGLY

And to think I was actually "wowed" by the graphics of the original Pac-Man arcade machine!

POWER PELLETS

If you chow down on a Power Pellet, you will be able to eat those annoying ghosts.

FRUIT

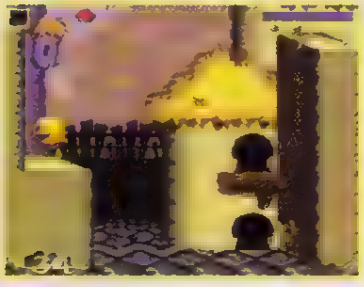
Collect these for a quick 200 points!

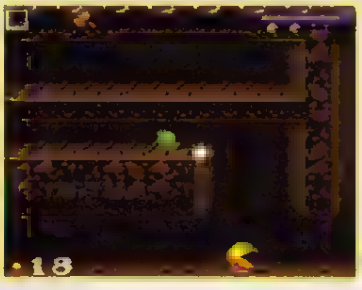
DOTS...

You have to eat these in order to complete a level, just like the original game!

Level 1

Pac-Man must eat all of the dots in order to clear the many levels in Pac-In-Time.

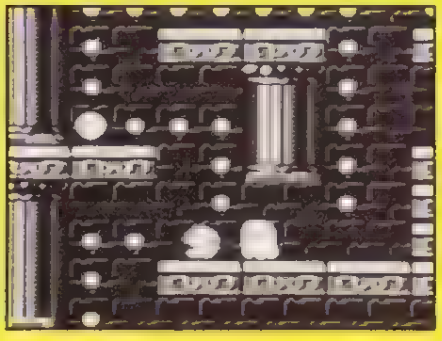




Beyond...

Pac-Man must find his way to the Ghost Witch's castle where he will attempt to defeat the vile Gum Monster who is guarding the time portal. There is a password feature that allows you to continue, if you need it.

Pac-In-Time for the Game Boy!

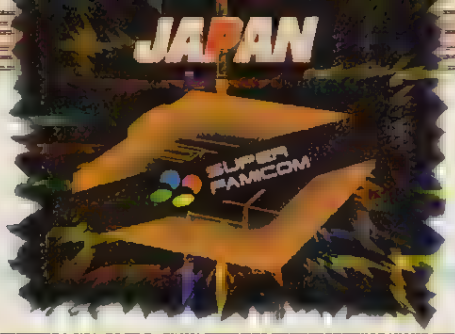


Pac-Man is also going to make his appearance on the Game Boy. It's a sized-down version of this same game.

Fact File

Pac-In-Time

Manufacturer	# of Players
Namco of Japan	1 or 2
Difficulty	**Available**
Hard	January
Cartridge Size	**Number of Levels**
8 Meg	N/A
Theme	**% Complete**
Action/Puzzle	70%



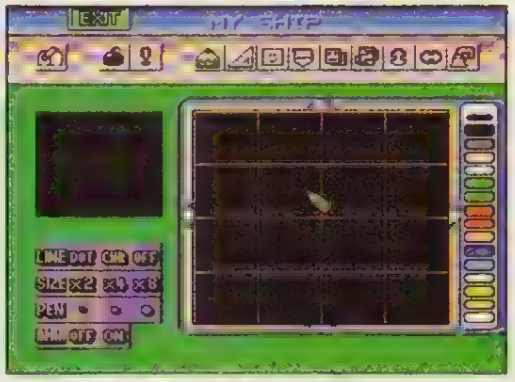
THE COLOR PALETTES

Dezaemon offers you a choice of palettes. These give you colors for certain elements of the game. They are divided up between your ship, the background, the regular enemies, the main enemies, your weaponry and there are also two free palettes for miscellaneous objects.

WORD OF CAUTION:

If you draw an object using one palette, then change the colors, the object will use the new colors!

THE DRAWING BOARD



The Art of Game Design...

To make your ships look cool, scale them outward so you can draw in the details.

THE DRAWING TOOLS AT YOUR DISPOSAL...

The Pencil
For placing points.

The Line Tool
Allows you to draw lines.

The Box Maker
Lets you create boxes.

The Paint Brush
Fills an area with color.

The Copier
Copies a selected image.

The Rotators
These three items allow you to rotate and spin parts of your picture. These are essential if you want to be able to animate your game. These are perfect for plotting animation.

Palette Changer
Changes a set color.

Dezaemon

Have you ever wanted to design your own shooter? Athena's latest game lets you do just that. This cart allows you to design all the ships, enemies, power-ups and even the backgrounds.

To get you started, there is a built-in game called Daioh Gale. You can slowly shape that shooter to your own desires, until it's completely changed from what it used to be. With loads of power-ups and unlimited challenges, Dezaemon is a great idea that should never get old. Test your friends' abilities to create the ultimate shooter. The possibilities are endless!

THE GOOD

This game lets you relieve a lot of stress by letting you turn your boss or teacher into a moving target.

THE BAD

No matter how hard you try, your game never gets quite as professional as you'd like it to be.

THE UGLY

Making enemy ships into certain reproductive organs, and other assorted gruesome parts.

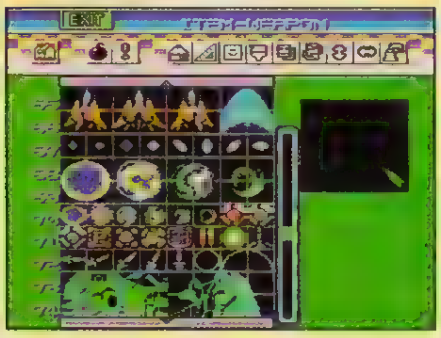
MAKING THE TUNES...

You produce the music in a fashion similar to Mario Paint. There's a set of sounds you can use of, ranging from guitars to lasers. Choose whatever sets the perfect mood for your game.

If you don't want to compose your own music, select from an archive.

MAKING YOUR DREAM A REALITY, PART 1

Like a real game designer, once you have made your ships and their animations, you'll have to place them on your canvas. Place one of each item here. Don't worry, there's a lot of room for each of your ideas. Also, it might look a little weird, but depending upon the palette you're in, the items can appear to have the wrong colors. Don't worry, this is normal. Don't forget to put everything you do in here!



MAKING YOUR DREAM A REALITY, PART 2

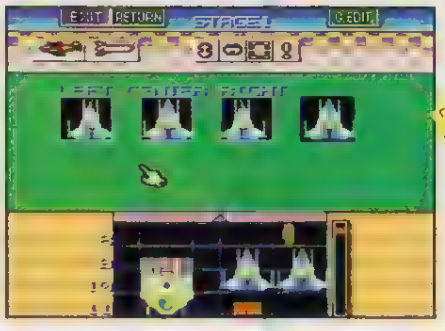
After you create all of the elements in your game, it is time put it together. There are seven places to plop in your graphics. It's pretty simple. If you look at the pictures below, you'll note that all of the edit screens have templates and the canvas sheet on them. Pick a set number of tiles from the canvas, and transfer them to the appropriate templates. It sounds difficult, but it is really easy.

Explosions

If something's going to blow up, there had better be some explosions. You have room for four types of them, ranging from tiny bursts to small supernovas. Each one has four stages of animation, so make sure you draw all of them. It's all up to you!

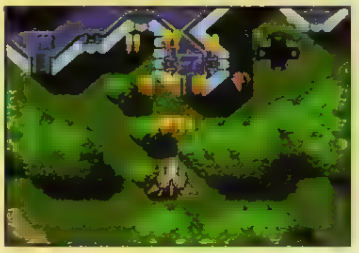
Your Ship

When making your own ship, be sure to create all of the turning animations well. Try to concentrate on making your weapons and shields.



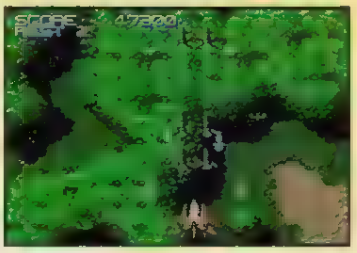
Put together your awesome weapons!

ARMING YOURSELF TO THE TEETH...



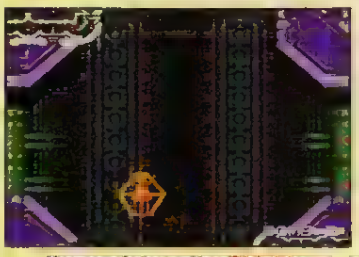
The Spread Shot starts off small, but covers the entire screen.

The Homing Weapons hunt down and kill all enemies!



The Missiles spread out and seek enemies, too.

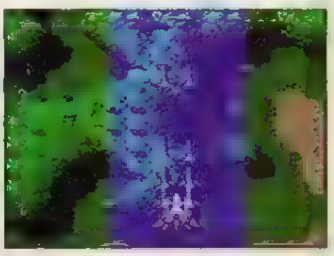
No matter what you do, your ship will only have three power-ups. One will become a Spread Shot, and the other two will become Homing Weapons. While you're here, make yourself a shield as well.



If you pick up the Shields, you'll get a little protection.

Depending on your weapons, you might get a Super Bomb.

The Guided Laser annihilates all enemies on the screen.



Wipe out everything using the Laser Fold. It's powerful.

Dezaemon

CONTINUED FROM PAGE: 121

BUILDING YOUR TITLE

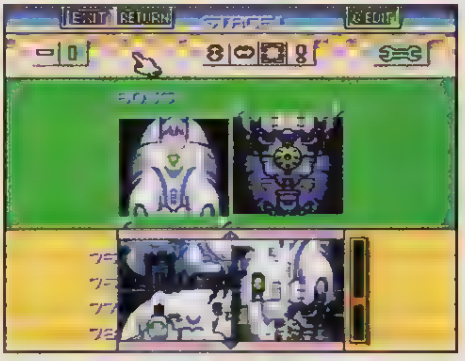
What would a game be without a Title Screen? You can name your creation whatever you wish. Something funny, or perhaps deadly serious. Add graphics to the letters, and make it look good. When you load up the game, it'll automatically scale in via Mode 7. What more could you ask for?

From start to finish, here's how your title can turn out. Pretty cool, huh?

THE ENEMIES OF YOUR DESIGN

They're nasty. They're deadly. They're yours to control. You get to draw them and choose their attacks and patterns. Will they be intense or easy?

THE ENEMIES



BOSSES...

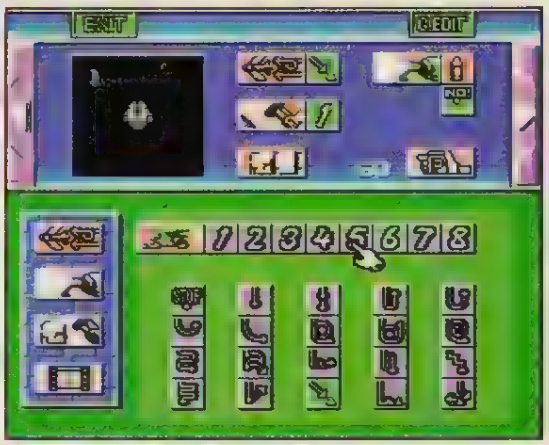
It's possible to make your Boss larger vertically or horizontally. It's your choice.

FACT FILE

DEZAEMON

MANUFACTURER	# OF PLAYERS
ATHENA OF JAPAN	1
DIFFICULTY	**AVAILABLE**
N/A	NOW (JAPAN)
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG + 1,024 K BACK-UP RAM	N/A
THEME	**% COMPLETE**
EDUTAIN/SHOOTER	100%

MAKING THINGS A LOT MORE DEADLY...

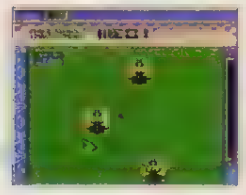


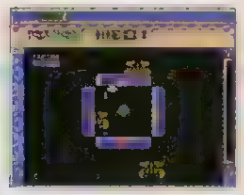
Enemy Patterns...

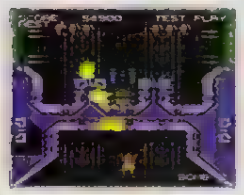
You now get to set up the enemy patterns and the ways in which they attack. Increase the speed gauge to really heat up your game!

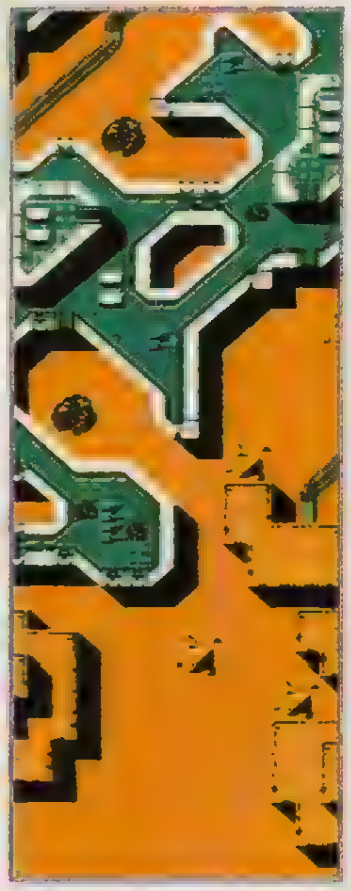
"A MAPPING WE WILL GO..."

If you drew all of the background elements, you can now begin to place them. Put in the bad guys wherever and however you want. When in doubt, try play-testing it.

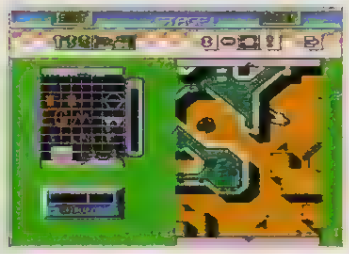








MAKING THE MAP



ADDING ENEMIES

BUILDING YOUR TITLE

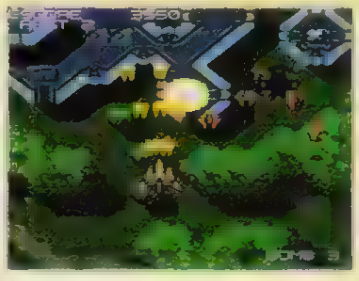
Remember when you made your own tunes earlier in the process? Well, here's your chance to use them. After you assign them a number, you can select them in this screen. Make things dramatic with thunderous tones or heart-pounding with techno sounds. Use other games as ideas for what to use.

Assigning music to certain areas helps put you in the mood.

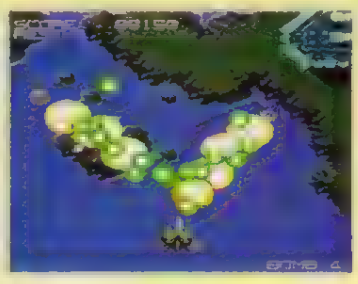
THE FINISHED GAME

THE BUILT-IN GAME...

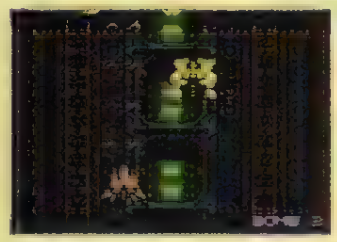
To give you a few pointers, there is a built-in game called Daioh Gale. Keep your eyes open to see what techniques they use to make it work.

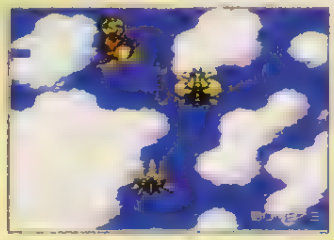


The first level will get you used to the control and the weapons.



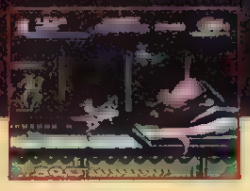
The second level is fraught with perilous dangers.





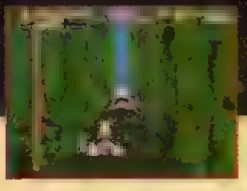
Dezaemon

FACE YOUR DESTINY.

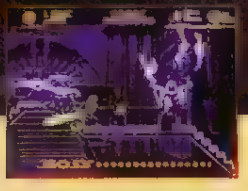


This time it's going to take Luke, Chewie, Solo, Wicket and Leia to crush the Empire—once and for all

Mode 7 graphics will have you bug-eyed and screaming for more—all the way to the Death Star!



Enlist now, see the Galaxy Jabba's Palace, rancor's pit, the Emperor's Tower, even the forest of Endor!



Come face-to-face with the darkest of the dark side, from Jabba the Hutt to the Emperor himself

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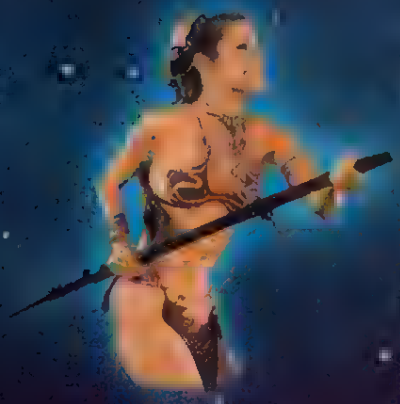
SUPER STAR WARS® RETURN OF THE JEDI

THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE A NEXT TIME.

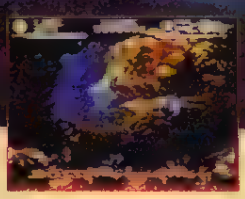
What you are about to experience will either destroy [illegible]



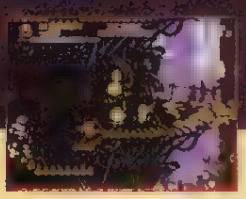
Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics... Your worst nightmare brought to life in a massive, 16 meg galaxy far, far away.

But don't panic, young Jedi. You get to play five different *Star Wars* characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side.

Training is over. Prepare to face your destiny!



The only difference is the large popcorn and soda. (But you wouldn't have time to enjoy them anyway!)



He may look cuddly, but give him a bow and Wicket can skewer stormtroopers with the best of them.

JVC

3800 Barham Blvd., Suite 305
Los Angeles, CA 90068

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TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to:
Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148
Check into the ongoing saga of Trickman Terry for details or get a smack in the chops!

WIN GAMES!

TRICKMAN JUST CAN'T BELIEVE IT!

Terry is dumbfounded (what a surprise) by how the year has gone by so quickly. It seems like only yesterday he was doing tricks for just 8- and 16-Bit systems. But like the technology, the tricks are slowly but surely reaching 32- and 64-Bit games. Not only that, but Christmas is right around the corner! The demand for tricks with these giants of the industry will put even more pressure on the Trickmeister in 1995. Can Trickman Terry survive the new challenges set before him? Well, not alone. (He's actually begging for your help.) By sending your *new* tricks, you'll be helping out gamers all across the globe to have more fun with their games! Send them to:

Tricks of the Trade, Sendai
1920 Highland Ave, Suite
222, Lombard, IL 60148

Loyal fans of Trickman unite! Send a Christmas gift of an awesome trick that Terry can use, and you will get your name in print and receive a *free* game gift for the system* of your choice in return! Please see the details below.

TRICK OF THE MONTH

Dragon's Lair

3DO	ReadySoft

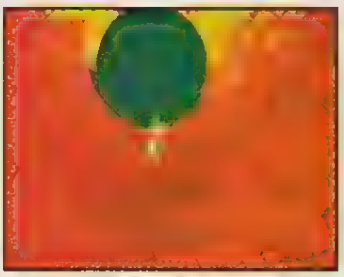
Unlimited Lives

At the Title Sequence, when you see, Press Start to Begin, press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT.

This awesome trick will get you unlimited lives for the whole game! To do this, wait for the Title Sequence to start playing and when you see Press Start to Begin, enter this sequence with the first control pad: UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT. When the game begins, you will have five lives. If you die at any point in the game, the life counter will still be set at five lives at all times!

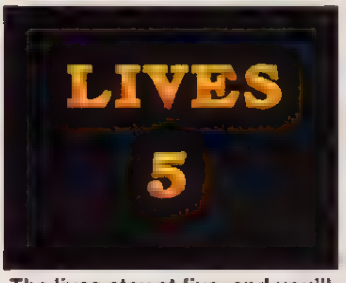
John Hannum, Wooddale, IL

When the Title Sequence begins, enter the code.



Go through all of the game's levels normally.

At some point in the game, you might miss one of the moves.



The lives stay at five, and you'll continue where you left off!

WIN AN AWESOME CONTROLLER FROM STD AND *EGM*!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc., that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, *EGM*!

OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address, including your city, state and zip code, on a piece of paper and send your entries and mark to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by December 15, 1994. Sponsors assume no responsibility for lost, misdirected, postage-due, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right, at their sole discretion, to disqualify any individual it finds tampering with the entry process or the operation of any contest or website associated with this contest. Winners will be notified by mail. In the event of any dispute regarding the identity of any winner, the winning entry will be awarded to the person in whose name the entry was submitted. 2. Winners: Winners will be judged based on the coolness, originality and timeliness of the trick submitted. Judges' decisions are final. Only one prize per family, organization or household. Sponsors reserve the right to award duplicate prizes. In the event that the winning trick submitted is not original, or is known by the judges, the Sendai Publishing Group and its divisions, affiliates, subsidiaries, and related companies (collectively, "Sponsors") reserve the right to award the prize to the next runner-up whose trick is original and unknown to the judges. The judges' decisions are final. Non-compliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and the decisions of the judges. 3. Prizes: Each Winner will be awarded one (1) of the following prizes: (1) SNPROPAD, (2) SGPROPAD-6, (3) SNPROGRAMPAD or (4) SGPROGRAMPAD-2. All prizes not claimed by a Prize Winner within thirty (30) days following notification by Sponsors shall be deemed forfeited and will not be awarded. Prize Winners will be notified by mail. Prizes are not transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prizes become unavailable. 4. Eligibility: Sweepstakes open to residents worldwide. Prize Winners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes, or other expenses that customers might incur as a result of this contest or receipt or prize. A local, state and federal taxes are the sole responsibility of the Prize Winners. Prize Winners are under 18 years of age, the prize will be awarded to the parent or guardian and the release shall be signed by the parent or guardian, if applicable. 5. Restrictions: Void where prohibited or restricted by law. All federal, state and local laws apply. Sponsors, Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD, SNPROGRAMPAD and SGPROGRAMPAD are trademarks of STD Entertainment (USA), Inc.

The ultimate game returns!

TWO WAYS TO RUNE YOUR DAY

Play Ultima® Runes of Virtue II on Game Boy & Super NES!

Following the success of the original Runes of Virtue comes this exciting new game based on the previous Ultima® programming and technology. You're back in Britannia where the Black Knight has abducted the mayor, Lord Thelden. Choose your Ultima character: Shamino wields his axe, Iolo the bard fires his long bow, Mariah the mage employs her magical Wand of Fireballs, and the armored knight Dupre carries a sword. Battle bats, rats, goblins, trolls, Cyclopes and skeletons. Build up your strength, dexterity, intelligence and wisdom as you explore Britannia and free Lord Thelden. It's the ultimate challenge in the world of Ultima! Get Ultima Runes of Virtue II for Game Boy or Super NES. Better yet, get them both, you can bring Ultima adventure with you wherever you go!

FCI
Not Just Kid Stuff

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TRICKS OF THE TRADE

CHEAT SHEET

Mickey Mania
Sony Imagesoft/ Super NES

Level Skip

Go to the Options Screen. Select the Sound Test. Set the Music to Beanstalk 1 and FX to Extra Try. Go to the Exit Option and hold the top L button for seven seconds. If you hear a sound effect after seven seconds the trick worked. The Level Select Option will appear on the Main Game Screen. Just pick the level you want, highlight START and begin.

Mortal Kombat II

Genesis | **Acclaim**

Test Mode Codes

In the Options, with the cursor by the word, Done, enter LEFT, DOWN, LEFT, RIGHT, DOWN, RIGHT, LEFT, LEFT, RIGHT, RIGHT.

From the Title Screen, go to the Options Screen. In the Options, go to the word, Done! Take pad one and enter: LEFT, DOWN, LEFT, RIGHT, DOWN, RIGHT, LEFT, LEFT, RIGHT, RIGHT. This will get you news option called the Test Modes. Test Mode 1 has No Damage and one-hit kills for player one and two. Test Mode 2 has a background select, Battle Plan position, Soak Test (CPU battles) and Free Play. Test Mode 3 has CPU Fatalities, Friendships, Babalities and Oooh, Nasty!

At this Title Screen, choose Options by pressing START.

Highlight the word DONE!, then do the Test Mode code.

A new option called Test Modes will appear!

For a Test Mode 2 and 3 Menu, just go to the MORE Option.

What do you do when you see a fire-breathing, skateboarding, karate-kicking, out-of-control dinosaur coming at you?

Samurai Shodown

Neo•Geo CD	SNK

Play as Amakusa

Play through to the 12th stage, save and restart with Charlotte on the 2P side. Press START on the 1P at the bonus.

Play to the 12th stage (the last regular fighter before Amakusa) using any character. Lose to this fighter and save the game to the system. Restart the game, and enter from the second-player side. Pick Charlotte and continue your saved game with the computer as player one. This will move you up to the third bonus stage. In this bonus stage, press START on controller one. After the Bonus Stage, this will open up the Player Selection Screen at which Charlotte will now be Amakusa! If you beat

Use 2P Charlotte. Beat the CPU and press START here.

The CD will cycle through until you see a cinema of Amakusa!

Next, the Here Comes Challenger sign will appear.

Amakusa will replace Charlotte on the 2P side! Have fun!

Amakusa as Amakusa, the Neo•Geo system will reset.

Moves—Move 1: Charge A, B, C, D and release. Move 2: ▼◣◄ + A, B. Move 3: Jump off wall + A. Warp 1: + A,B. Warp 2: ▼◢◄ + C,D. Taunt: A, B together. ▼◢◄

Note: This trick works on the Japanese CD version of the game. The game may or may not work on the American CD version.

TRICKS OF THE TRADE

CHEAT SHEET

Shaq Fu
Electronic Arts/
Super NES

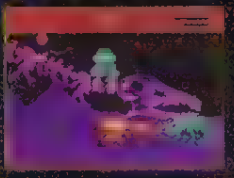
Story Mode Character Change

At the Option Screen, take controller one and choose your fighter by accessing the Music Option and toggling through the numbers one-seven. The number will coordinate with the fighters in the same order they are on the Duel Selection Screen. Now, enter this code *very quickly*: UP, DOWN, B, LEFT, RIGHT, B. Now you can play as another character!

GET OUT OF HIS WAY.

radical REX

He's the raddest, baddest fire-breathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on-wheels is out to kick some butt, rescue his main squeeze and save the dinosaur race.



Rex sports his flame-breath

Radical Rex thrashes on his board

Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns – and the belly of a giant dinosaur! No sweat for the Rexmaster – 'cuz he's too hip to be extinct!

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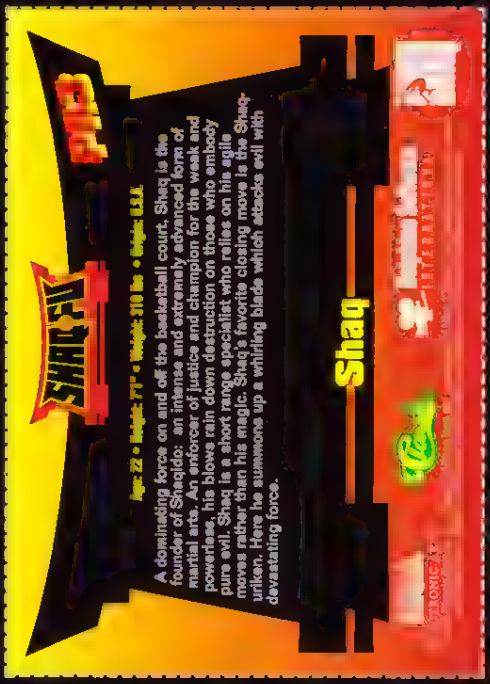
Exclusive Collector Card

From Electronic Arts and Classic Games

Look for all 25 Shaq-Fu Collectible Cards in 1994 Classic 4 Sport.


SHAQ FU
Age: 22 • Height: 7'1" • Weight: 310 lbs • Origin: U.S.A.
A dominating force on and off the basketball court, Shaq is the founder of Shaqido: an intense and extremely advanced form of martial arts. An enforcer of justice and champion for the weak and powerless, his blows rain down destruction on those who embody pure evil. Shaq is a short range specialist who relies on his agile moves rather than his magic. Shaq's favorite closing move is the Shaq-uriken. Here he summons up a whirling blade which attacks evil with devastating force.
Shaq
CLASSIC 4 SPORT

The ONLY Source for the Tips and Clues you need to win!

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HE WEARS

SIZE 22 EEE SHOES

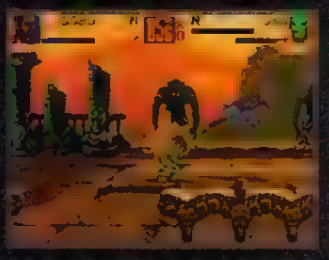
ON HIS FEET.

HIS OPPONENTS

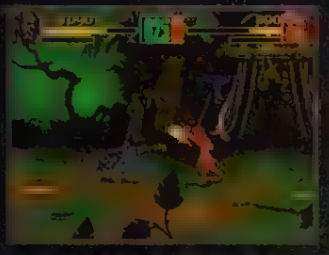
USUALLY WEAR THEM

ON THEIR FACE.

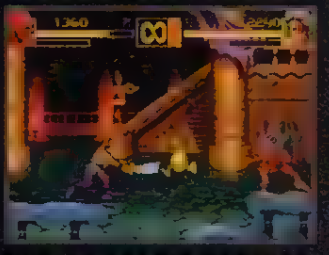
WELCOME TO KUNG-FU, SHAQ-STYLE. LIFE-LIKE ANIMATION FROM DELPHINE (THE MAKERS OF FLASHBACK) TURNS SHAQ LOOSE ON THE MANY FACES OF EVIL. FROM HIS MASSIVE HANDS TO HIS SIZE 22EEE FEET, YOU'LL FEEL EVERY SINGLE BRAIN-ALTERING BLOW.



SHAQ-HOUSE DEVASTATES MEPHIS THE SCUMBAG.



SHAQ-ATTAQ ROCKS THE VOO-DOO QUEEN'S WORLD.



TWO OF SHAQ'S ENEMIES, BEAST AND RAJA, GO AT IT.

SHAQ-SMAQ BRINGS THE EVIL AUROCH TO HIS KNEES.

PSSSST. IT IS A WISE MAN WHO LOOKS FOR EXCLUSIVE SHAQ-FU HINTS AND TIPS IN CLASSIC 4-SPORT TRADING CARDS.

E L E C T R O N I C A R T S

SEGA™ GENESIS™ VERSION COMES WITH A SINGLE FROM SHAQ'S NEW RAP CD "SHAQ-FU: DA RETURN"

This official seal is your assurance that this product meets the highest quality standards of Sega. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System. Shaq-Fu™ & Shaq-logo™ & ©1994 Delphine Software International. All rights reserved. Sega, Genesis and Game Gear are trademarks of Sega Enterprises Ltd. Nintendo®, Super Nintendo Entertainment System® and Game Boy® are trademarks of Nintendo of America Inc. Screenshots taken from Sega Genesis version. Flashback is a trademark of Delphine Software International. Copyright ©1992 Delphine Software International. All rights reserved.

CHEAT SHEET

Shaq Fu
Electronic Arts/ Super NES

Character Moves

Here are many moves of the characters from Shaq Fu that will enhance the game. (Note: movements are when facing right.)

Shaq:
Shaq-urikin - Forward, Back, Forward + X or Y
Inferno Kick - Down, Forward + A or B

Kaori:
Energy Bomb - Back, Down, Forward + X or Y
Cyclone - Down, Back + A or B
Cat's Claw - Down, Back + X or Y

Beast:
Spitfire - Down, Forward + X or Y
Sonic Roar - Forward, Down, Back, Forward + A
Thermal Blast - Down, Back + Y or Y

Sett Ra:
Mummy Wrap - Forward, Down, Back + B
Wedge Charge - Forward, Down, Forward + A or B
Cosmic Missile - Down, Back + A or B

Mephis:
Lightning Arc - Forward, Down, Back + A
Burning Touch - Down, Back + Y
Lightning Jaws - Down, Forward + X or Y

Voodoo:
Eagle Claw - Back, Down, Forward + X or Y
Earthquake - Forward, Down, Forward + Y
Wolf Charge - Use two, move toward opponent and hold button A

Rajah:
Thunder Clap - Forward, Down, Back + X or Y

The King of Fighters '94

Neo•Geo	SNK

All Special Moves

These moves can be done when the bar at the bottom of the screen is at MAXIMUM or Life Meter is flashing red.

These are done facing right. Here's the key:
D: DOWN; R: RIGHT; DR: DOWN-RIGHT; L: LEFT; DL: DOWN-LEFT; U: UP; UR: UP-RIGHT; UL: UP-LEFT; HOLD: Hold for two seconds.

You can only do these Finishing Moves when your fighter's POW meter says MAXIMUM, or when your Life Meter is so depleted that it is flashing red. Some of these moves can only be done when you are next to your opponent (CLOSE). Some of the motions you must do twice (TWICE).

Jeidern: Hold L, DL, D, UP+ B&C together.

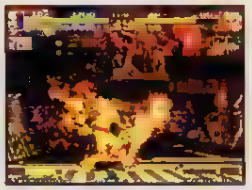
Ralf: DL (HOLD) L, F + C button only.

Clark (CLOSE): R, DR, D, DL, L (TWICE) + C.

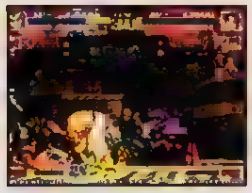
Atena: L, R, DR, D, DL, L, UL + B&C.

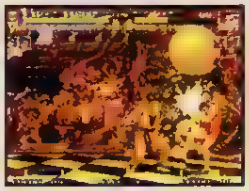
Sie: D, DR, R, L, R + D button only.

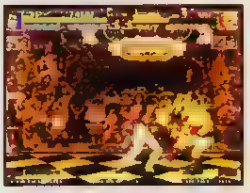
Chin: D, DR, R, D, DR + C button.

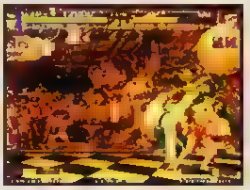

Kyo: D, DL, L, DL, D, DR, R + C button.

Benimaru: D, DR, R, D, DR + C button.


Goro (CLOSE): R, DR, D, DL, L (TWICE) + C.


Ryo: D, DR, R, DR, D, DL, L + C button.


Robert: D, DR, R, DR, D, DL, L + C button.


Takuma: D, DR, R, L, R + A&C together.

Yuri: R, L, DL, D, DR, R + B&C together.

Mai: R, DL, R + B&C buttons together.

King: L, R, DR, D, DL + B&C together.

Heavy D.: D, DR, R, DR, D, DL, L + C.

Lucky: D, DL, L, DL, R + B&C together.

Brian: D, DL, L, R, DR, D, DL, L + C.

Kim: D, DL, L, DL, R + B&D together.

Chang: D, DR, R, DR, D, DL, L + C button.

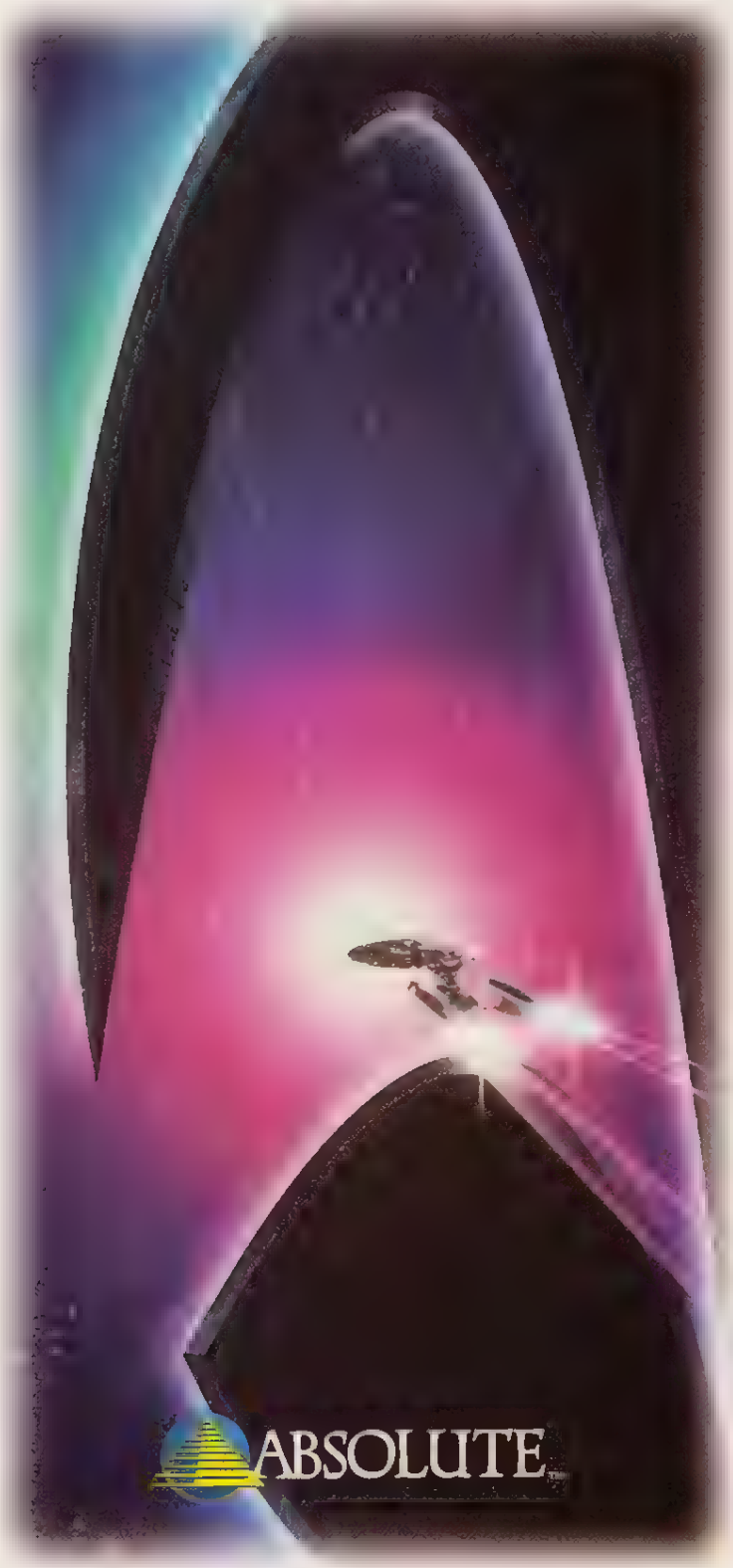
Choi: L (HOLD) DL, D, U + B&C together.

Terry: DL, L, DL, R + B&C together.

Andy: D (HOLD) DR, R + B&D together.

Joe: R, L, DL, D, DR + B&C together.

Travel Into The Final Frontier!



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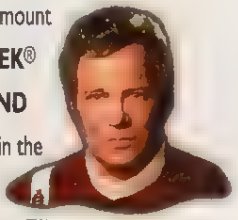
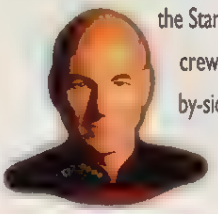


On this voyage, a bizarre phenomenon brings two of the Starship Enterprise's most famous crews together! You'll work side-by-side with characters from the original *STAR TREK* series and the syndicated hit series *STAR TREK: THE NEXT GENERATION*®! It's an incredible adventure in the 24th century!



- Based on Paramount Pictures' seventh *STAR TREK* motion picture!
- Encounter Klingon and Romulan starships in simulated 3-D space!

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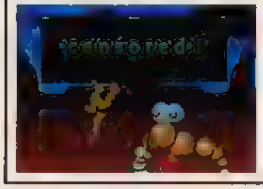
3 times more moves than flat 2-D fighting games... like groveling, humiliation, spanking, decapitation, nut bustin', flying spit, and all the other stuff that makes life worth living.

BA
OU

The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.



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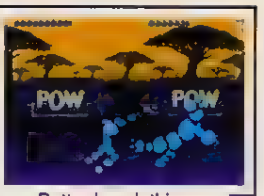

Better knock this guy stupid before he sucks your head up with that big ol' rhino butt of his. After that, you'll have to fight 16 brawlers of the rudest kind. You know, the sort that likes to pick its nose 'til it bleeds.

3-D fighting at its ballziest. Now out on Sega™ Genesis™ and coming November on Super Nintendo.®

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ACCOLADE

CHEAT SHEET

Shaq Fu
Electronic Arts/
Super NES

Character Moves (continued)

Rajah: (continued)

Sword Shockwave - Back, Down, Back + X or Y.

Secret Background

To access the secret background, go to the Options Screen and enter this code *very quickly* with controller one: UP, RIGHT, B, DOWN, LEFT, B. You will see a quick, yellow flash if you did it correctly. Now go to the Duel Mode from the Title Screen. Both players one and two should press START on their controllers. Between the players, you will see a background. Now, take controller one and press X and B simultaneously and the background display will disappear! This means that you have accessed the secret background!

Pac-Man 2
Namco/Super NES

Secret Passwords

The Trickman worked long and hard to get these goodies to you! Here are the passwords to get to all of the sections of the game and to play the internal arcade games!

Mission 1: ●WFTW5W

Mission 2: ●WGW45W

Mission 3: ●WFTWX4

To play Pac-Man the arcade game, enter the code:

PCMNDPW

To play Ms. Pac-Man the arcade game, enter the code:

MSPCMND

These nostalgic games are a Trickman favorite!

Mortal Kombat II

Super NES	Acclaim

Super Strength, 29 Kredits, Fight Hidden Characters

These incredible tricks will give you extra credits, massive strength and will let you find all of the hidden characters.

This collaboration of tricks will greatly enhance the game. You can now do many things that you weren't able to do before. To do all of these incredible hidden goodies for MKII, you must be on the Player Selection Screen that says, "Choose Your Fighter." Take either controller one or two (depending on what side you're playing), and enter the following codes *quickly* at that screen for these results:

Super Strength: DOWN, UP, RIGHT, UP, LEFT.

Fight Smoke: UP, LEFT, UP, UP, RIGHT.

Fight Jade: UP, DOWN, DOWN, LEFT, RIGHT.

Fight Noob Saibot: LEFT, UP, DOWN, DOWN, RIGHT.

Fight Kintaro: UP, DOWN, DOWN, RIGHT, RIGHT.

Fight Shao Kahn: RIGHT, UP, UP, RIGHT, LEFT.

29 Kredits: LEFT, UP, RIGHT, DOWN, LEFT.

15 Seconds for a Fatality: UP, UP, LEFT, UP, DOWN.

All of the tricks *must* be done on the Player Selection Screen.

Do the trick for 29 Kredits and it shows up when you continue.

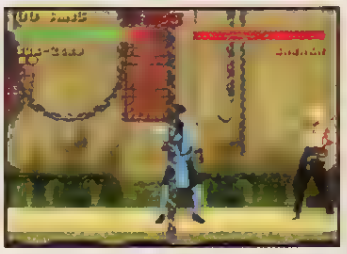
Get to Smoke instantly by doing the specific code.

Fight Jade right away with the cool code shown to the left.

The mysterious Noob Saibot is no secret with this code.

The monstrous Kintaro is now just a code away! Be careful!

Even the last Boss, Shao Kahn, can be accessed via the code.



This code gives you 15 seconds of time to do the fatality!

Samurai Shodown

Super NES	Takara

Play as Amakusa

At the Takara logo, enter this code with controller one: A, Y, X, B. Choose 1P Vs. 2P or Count Down Mode to play Amakusa.

This code will allow you to play as Amakusa, the Boss of Samurai Shodown! After you turn on the game, and the Takara logo appears on the screen, take controller one and press A, Y, X, B.

As soon as the Takara logo appears, press A, Y, X, B.

You will hear Amakusa's voice. Choose 1P Vs. 2P or Count Down Mode and press START. Player one and/or two can choose him by holding the L and R buttons and pressing START.

Note: The trick was done on a pre-production cart. The trick may or may not work in the final version.

Choose either 1P Vs. 2P, or Count Down from this screen.

Repel The Demon Horde

The Ultima Saga has become the hallmark for Fantasy Role Playing games. This incredible series is now available for the Super NES and Game Boy systems!

As the Avatar, your return to the fabled land of magic is welcomed by a populace beset by terrifying creatures and fantastic magic! Use your skills as a magician, warrior and sleuth to solve the many turmoils of your beloved Britannia and restore peace to the realm!

Features:

- Based on the Internationally known PC series played by millions!
- Hundreds of hours of fantasy role playing adventure!
- Travel the vast lands of Britannia and talk with scores of diverse characters!
- Battery back up allows you to save play positions!

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TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Sonic & Knuckles
Sega/Genesis

Game Genie Codes

K2WA-CA4J—Infinite lives.
AWXT-CA4C—Don't lose rings when hit.
96BA-CAG6+98MA-CAF0—Keep shields (fire, water, lightning) when hit.
AKVT-AA76+AMNA-EA24—Keep rings between levels.
RGSA-A6YY—Only one blue sphere needed to get a Chaos emerald.
AANT-CAG6—Become Super Sonic without any Chaos Emeralds.
AENT-CAHL—One ring needed to become Super Sonic.

Ecco: The Tides of Time
Sega/Genesis

Game Genie Codes

HDLA-WAD4—Eating fish heals Ecco completely—most of the time.
AKZA-TA7A—Infinite air.
A4KT-2A38—Always have 360 degree sonar blast.
ALBA-4A8R—No rings lost in 3-D stages for missing gates.
FZ0A-TAGY—Start on Vortex Queen.

Sylvester and Tweety in Cagey Capers
Sega/Genesis

Game Genie Codes

AJZA-CA68—Infinite lives.
DJ4T-CA8E—Invincible.
A2CT-AAA8—Start on Level 7—Oceans of Trouble.

Ecco 2: The Tides of Time

Genesis	Sega

Secret Debug Screen

When Ecco is facing the screen, press START to pause and then put in: A, B, C, B, C, A, C, A, B. The debug will appear.

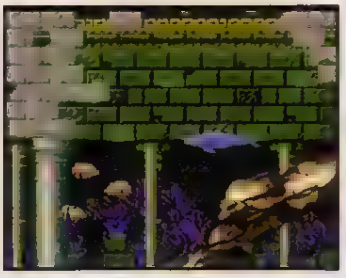
Ecco 2 will be much easier to get through with this trick! At any point in the game, rotate Ecco so he is facing the screen just like in the picture above. Next, take controller one and press these buttons in this order: A, B, C, B, C, A, C, A, B. The Debug Screen will then appear!

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version).

Make sure Ecco is facing the screen like this, then pause.

After pressing START to pause, press A, B, C, B, C, A, C, A, B.

On the Debug Menu, you can choose your starting stage.



Put on unlimited life and many other options to help you!

Super Game Boy

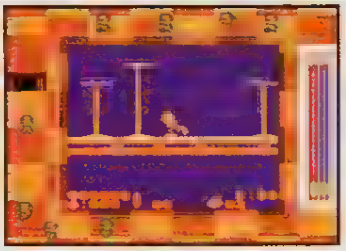
Super NES	Nintendo

Automatic Screen Savers

Choose one of the borders (4 - 10) and press L and R at the same time to exit. Now press L, L, L, L, R, L, L, L, L, R.

Insert any Game Boy game into the Super Game Boy. Pick a border (from 4 to 10) and press the top L and R buttons simultaneously to exit. Now, enter this code with the top L and R buttons: L, L, L, L, R, L, L, L, L, R. You'll hear a tone. You can watch the animations without the wait!

Nathan DiDonato; North Wales, PA



Pick any of the Screen Saver borders and then do the code.

Fatal Fury Special

Super NES	Takara

Max Out Lives, Hearts, Coins, Etc.

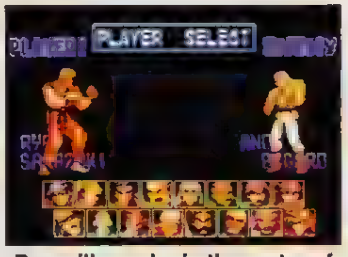
When the TAKARA logo appears, press DOWN, RIGHT-DOWN, RIGHT, RIGHT-DOWN, DOWN, LEFT-DOWN, LEFT, X in one motion.

To play as the hidden character, Ryo Sakazaki, just follow these instructions. When the Takara logo appears take controller one and do these movements in one fluid motion: DOWN, RIGHT-DOWN, RIGHT, RIGHT, RIGHT-DOWN, DOWN, LEFT-DOWN, LEFT, X *before* the logo fades away. The timing is tricky! If the logo turns blue on the title you did it! Ryo will appear to the right of Krauser on the Player Select Screen.

Note: This trick works on the Japanese version of the game. The trick may or may not work on the American version.

When the Takara logo appears, do the trick with pad one.

If you did the code correctly, the title will turn blue!



Ryo will now be in the roster of players you can choose from!

Use Ryo's special moves to take out any formidable foe.

Got Panic?

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TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Mortal Kombat II
Acclaim/Super NES

Game Genie Codes

DB8C-CDDA—Start with eight continues
C2B1-14F7—Player one is invincible
DDB1-[illegible]—Player one is killed by one hit
CBC6-3D6E+DEC6-3DA4—Always fight Noob Saibot
[illegible]—PLAYER ONLY CAN SEE ENDING
06E9-17A4—Kitana's Fan Throw does super damage

Maximum Carnage
Acclaim/Super NES

Game Genie Codes

DDCC-C460—Start with full energy
DBA6-17[illegible]—Super Punch
7D80-9F[illegible]—Jump higher

Maximum Carnage
Acclaim/Genesis

Game Genie Codes

AM5V-4A9E—Invincibility (must turn effects off at end of some rounds to go on)
AURV-4A41—Infinite health
AETV-5AC[illegible]—Start with one of each superhero icon
LB4B-6AE8—Start with much more health
SF4B-6AF[illegible]—Start with [illegible] continues

Maximum Carnage
Acclaim/Genesis

Game Genie Codes

CVYA-BA7N—Time 2x fast
B4MT-BE7[illegible]—Always fight [illegible]

[illegible] Coming Months

Mickey Mania

Sega CD | **Sony Imagesoft**

Level Select

In the Options Screen, choose the Sound Test. Put Music on Continue, FX on Appear and Speech on Take That.

Go to the Options Screen and select the Sound Test. In the sound test, put the Music on Continue, FX on Appear and Speech on Take That. Move to the Exit and hold the pad LEFT for five seconds. You will hear a sound to confirm it worked. Exit, choose your starting level and pick START.

From this screen, move the cursor to Options and START.

Put Music on Continue, FX on Appear, Speech on Take That.

Exit Sound Test and Begin the game. You'll get this screen.

After you do the trick, you can start at any level you wish!

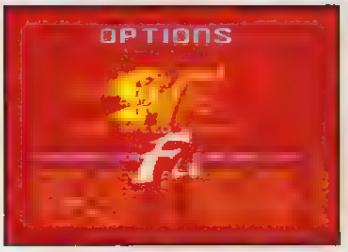
Shaq Fu

Super NES | **Electronic Arts**

Blood During Fights

At the Option Screen, take controller one and quickly enter: Y, X, B, A, L button, R button. You will see a red flash.

To get blood during the fights in Shaq Fu, go to the Options Menu. Next, take controller one and *quickly* enter the following code: Y, X, B, A, top L button, top R button. If you did it correctly, you will see a red flash on the Options Screen. Now, just start your game and in the fight, you'll see the blood fly!



If entered correctly, you will see a red flash!

Pac-Man 2

Super NES | **Namco**

Hidden Sound and Pattern Test

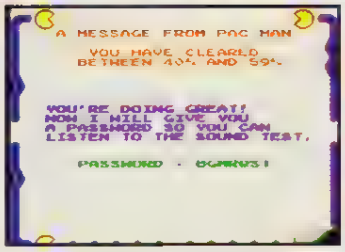
Enter either the Sound Test Password or the Pattern Test Password to see and hear what went into this game.

Usually to do this trick, you would have to beat the game. But we've done that for you. After you finish the game, you might get a special message from Pac-Man. This will be either a Sound Test Password or a Pattern Test Password. Just go to the Password Option from the Title Screen. On the Password Screen enter either of these codes:

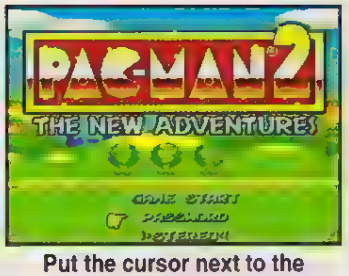
Sound Test: BGMRQST

Pattern Test: PCMNPTT

Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.


A MESSAGE FROM PAC MAN
YOU HAVE CLEARED BETWEEN 40% AND 59%.
YOU'RE DOING GREAT! NOW I WILL GIVE YOU A PASSWORD SO YOU CAN LISTEN TO THE SOUND TEST.
PASSWORD - BGMRVS!

At the end of the game, Pac-Man will drop a message.

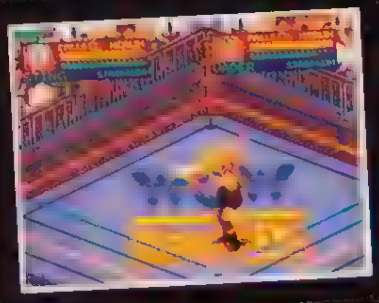


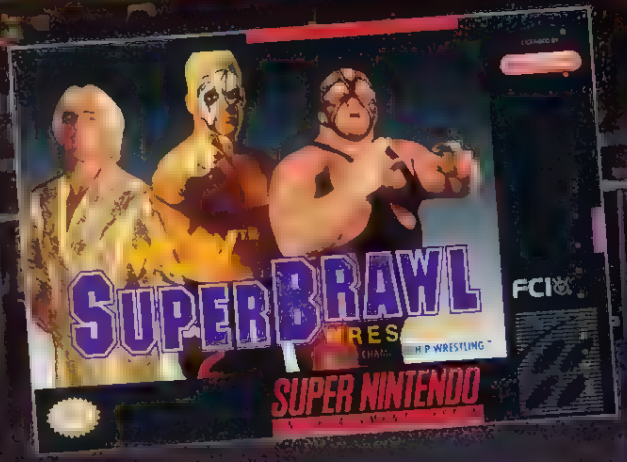
Put the cursor next to the Password option and START.

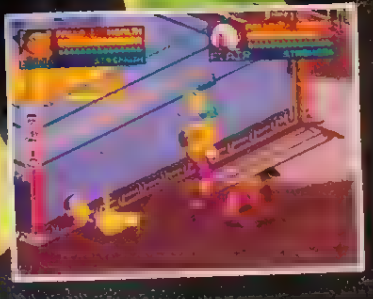
Enter the Sound Test Mode from the Password Screen.

To see the wacky animations, enter the Pattern Test.

SLAMMIN'







Step into the ring with the WCW's best! Dozens of classic moves plus signature moves make this the most realistic action you'll find outside the square circle.

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CHEAT SHEET

Zero Tolerance Accolade/Genesis

Strategy Tips

These strategies from Accolade will come in handy if you are having trouble working your way through this 3-D adventure.

-When you come to a corridor and the enemies are around the corner, face the wall and press either the A or D button (depending on which way you want to go). You will slide out in front of the bad guys, ready to fire.

-If you are having trouble throwing grenades far enough, try this out: jump in the air before you throw the grenade by pushing the D button simultaneously with the A button. In a tight-fitting corridor, bounce the grenade off a wall at an angle so it doesn't come back at you. You can also lob grenades at enemies in the next room without them seeing you.

-When you encounter a room full of shooting enemies, crouch down! It makes it harder for them to hit you, but you can pick them off just fine. To crouch, just press the A and D button simultaneously.

-The wise soldier knows that ammunition management is the key to victory. If and when you know what kind of ammo can be found on a particular level, your strategy can be planned accordingly. When you come to a level with a lot of shooters and you are

continued on next page

Awesome Possum

Genesis | **Tengen**

Secret Options Menu

At the Title Screen after the Title Song press C, B, C. On the D pad hold left and press B, then C. Then hit A to bring up the menu.

Here's a killer code for Awesome Possum! At the Title Screen after the song press button C, B then C again. Now on the D pad hold left and press button B, then C. If done correctly you should hear a tone. Press A to access the Secret Options Menu with infinite lives, invincibility and level select.

Steve Schneiderhan; Sheboyagan, WI

At the Title Screen you must use the first controller to do the code!

If done correctly, you will access the Secret Options Menu!

From the Secret Options Menu, you can choose any level!

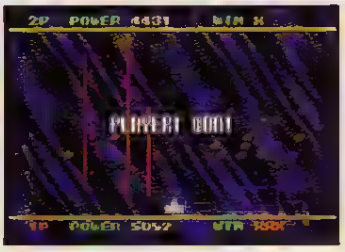
You can even turn the invincibility on or off!

F1 Roc II

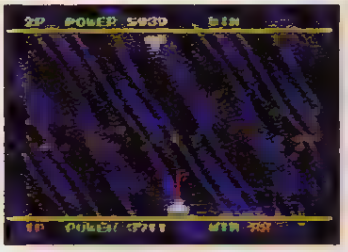
Super NES | **Seta**

Hidden Game

On the second controller press Y, Y, Y, Y, X, X. If done correctly you will enter a hidden game.



On the second controller press buttons Y, Y, Y, Y, X, X.



You can play with two players in this game. Check it out!

F1 Roc II

Super Nes | **Seta**

Choose Track, Car and Time

To access the Choice Menu, on the second controller at the Notice/Warning Screen press Up, X, Right, Y, Down, B, Left, A, A.

This code allows the player to choose a track, a car and the time in which he has to complete the race. This will give the player and added challenge an another way to compete, not by racing the other drivers, but against himself. You can also get an overview of the other cars before you race them. On the second controller press Up, X, Right, Y, Down, B, Left, A, A. This must be done extremely quickly and on Notice/Warning Screen.

If done correctly you will access this screen first.

After picking the course, time, etc. this screen will appear.

You can even see the specs on all the cars before racing!

Try and beat your own time that you set! Good luck!

You'll either end up a HERO or a barbecued CHICKEN!

Fire. Fighter.

COMING IN JANUARY!

Introducing MIDNIGHT RAIDERS and FAHRENHEIT. Two sizzling new TrueVideo thrillers from Sega CD.

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Think you can take the heat? Then let Midnight Raiders and Fahrenheit take you straight into the line of fire!

OFFICIAL SEGA SEAL OF QUALITY

SEGA

CHEAT SHEET

Zero Tolerance
Accolade/Genesis
Strategy Tips cont.

running low on your shotgun ammunition, use your handgun. This will let you stock up on shotgun shells when you find them. Meanwhile, you can pick off the bad guys with the handgun. After killing them, pick up the dropped ammunition.

-Sometimes weapons, equipment and ammunition can be hiding in the weirdest places. Be sure to check every nook and cranny on every single level.

-Know your weapons. The Pulse Laser has the best range, but the Shotgun has a wider blast radius. The Handgun is perfect for tight spots, while the Laser-Aimed Gun works great for taking care of a crowd (hold down the B button for full autofire).

-Be sure to save plenty of weapons for the Bosses. (Some weapons are more effective on certain Bosses than others).

-Leave plenty of space between mines while laying them. If they are too close, a chain reaction could occur and that could hurt you badly.

-Make sure you make maps to track enemies, weapons and medical packs. It definitely helps.

Continued on next trick page...

Air Strike Patrol

Super NES	Seta

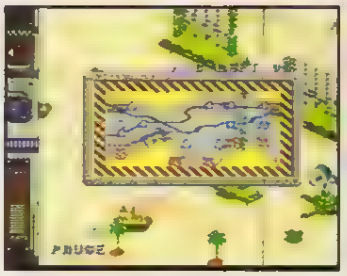
Mid-Air Refuel and Extra Missiles

Pause game on controller one. On controller two press A, B, A, B, Select, A, B. If done correctly, fuel and armor are replenished.

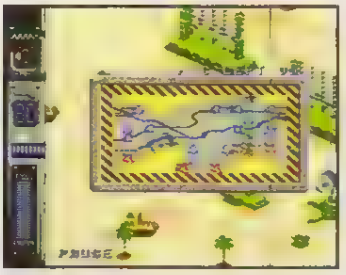
This trick will allow you, at any point in the game, to refuel and double your missiles. To do so press START on the first controller to pause it. On the second controller press A, B, A, B, SELECT, A, B. If done correctly you will be refueled and your missiles will have doubled! It can be done at any time!

Paul Church; Eckerman, MI

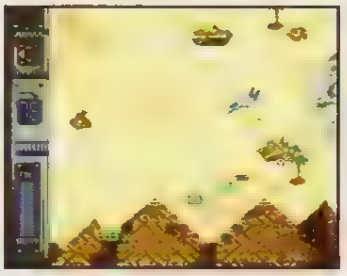
You can start on any mission in order to use this trick.



Using the first controller, press START to pause the game.



On the second controller press A, B, A, B, Select, A, B.



You will be refueled and your missiles will double.

Last Action Hero

Super NES	Sony Imagesoft

Refill Life Meter

At the beginning of the game go to the first police car and punch it until it explodes. Hit the top right button to refill your life.

This trick lets you refill your life meter at any time. To do this, the first police car you encounter on the first level must be punched above the rear tail light until demolished. After doing so, if done correctly, every time you hit the Top Right Button your life meter will refill!

Paul Church; Eckerman,MI

You must do this trick at the beginning of the game.

Upon reaching the first police car punch it until it explodes!

This trick is very helpful when your life meter is very low!

If done correctly, you can refill your meter at any time! Joy!

Super Game Boy

Game Boy	Nintendo

Slow Motion

Insert the Super Game Boy into the Game Genie before inserting it into the Super NES. This will put the game in slow motion.

This trick gives you the ability to play your games in slow motion. To do this you must insert the Super Game Boy into the Game Genie. Without putting in any codes start the game and the word Nintendo will appear on the screen. The game will be in slow motion and have no sound. **Lonney McDonald; Houston, Canada**

By inserting the Game Genie, the game will move in slo-mo!

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SONY IMAGESOFT

(sure, it's just a game.)

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24 MEG on cart

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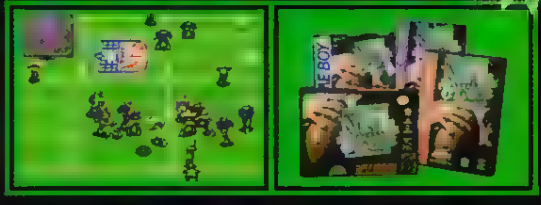

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TRICKS OF THE TRADE

CHEAT SHEET

MOST WANTED TRICK

This month's Most Wanted Trick was sent to us by Gordon Lee. Somehow he was able to do a double fatality with Liu Kang. Although there have been plenty of Mortal Kombat II rumors going around (i.e., animalities, Kano and Sonya morphs, O.J. Fatalities) this one actually might have substance. Could it be for real or could it be a photo fake? Does anybody know about it? Could there be a similar trick in the arcade version? Can anyone confirm this trick? If so, send it in! Please don't send in any fake or bogus tricks, The Trickman hates them. If you find it before we do, you will win a free game for the allowable system of your choice and get your name in our awesome magazine!

Could the trick only be done in the Dead Pool!?

Is this fake or real?! Does it also exist in the arcade?

Marko's Magic Football

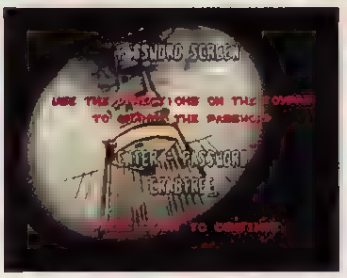
Genesis	Domark

Level Passwords

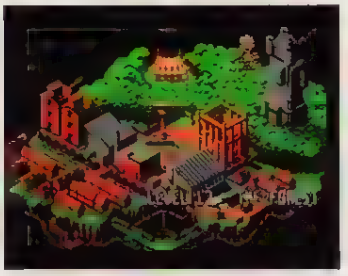
Go to the Options Menu and select the Password Option. Enter the level password of your choice and press START.

Passwords:
Level 02- HAUNTING
Level 03- BSTOKE
Level 04- GUNGETNK
Level 05- ECTOPLSM
Level 06- JAWS
Level 07- GARAGE
Level 08- TRAFFIC
Level 09- ELF
Level 10- KRUSTY
Level 11- BARREL
Level 12- CRABTREE

Go to the Options Menu and select the Password Option.



Enter the password for the level you choose.



If done correctly, the map will show you the level you picked!

If you're feeling saucy, try to beat the last level! Good Luck!

Mickey Mania

Genesis	Sony Imagesoft

Level Select

To activate the Level Select, go to the Option Screen and select the correct settings. Exit and hold the D Pad left for five seconds.

This code lets you access the Level Select for the game Mickey Mania. To access the Level Select for Mickey Mania, you must first access the Option screen. Select the Sound Test and set the music to continue. Then you must move to sound FX and change it to Appear and set speech to Think. (Notice that the first letter of each word spells CAT.) Exit the Option Menu and hold left on the D pad for five seconds. If done correctly you will hear a noise and a Level Select will appear!

Choose Options on the Main Menu.

Next you must access the Sound Test Option.

Set the music, FX and speech to the appropriate settings.

Hold left for five seconds and you will get the Level Select!

Ultimate Fighter

Super NES	Culture Brain

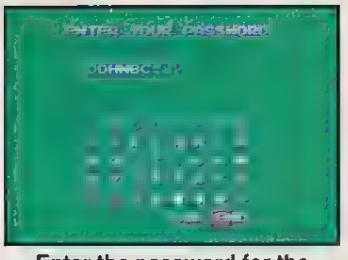
Level Passwords

Choose either Story Mode or Animation Mode. Then choose the Password Option and enter the corresponding password.

These following passwords let you access chapters two through five. Type them in at the Password Screen:

Chapter 2: JFBB;3BJ
Chapter 3: T;MXKVKJ
Chapter 4: DDHNBC"J
Chapter 5: NLHN;34J

Freddy Ross; Gilroy, CA



Enter the password for the level you want to play!

ZERO™

The KAMIKAZE Squirrel

Zero in on it!

The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of sizzlin', 16 meg fun.

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NEXT WAVE

18 GAMES PREVIEWED!!!

Phantom 2040, Super Street Fighter II Turbo, Rise of the Robots, Megaman X2, Wolverine, Shockwave: Operation JumpGate, Itchy & Scratchy, Quarantine, Flashback, Virtuoso, Power Slide, Seal of the Pharaoh, Nobunaga's Ambition IV, Winning Post, Blades, Corpse Killer 32X, Street Hockey '95, Mary Shelley's Frankenstein

NEW SOFT NEWS

Welcome back to another issue's Next Wave section. We've got some great carts for you (not to mention a bunch of CDs).

What's good out there? Well, let me tell you this: there's a lot. I hope you've got lots of cash! Panasonic's got Super Street Fighter II Turbo and Electronic Arts is working on Shockwave: Operation JumpGate. Both are for the 3DO and are definite must-gets. SF2 in particular plays really well. Koei surprised us all with two 3DO titles of their own. Nobunaga's Ambition IV and Winning Post look pretty good. Yes, there are even more 3DO carts on the way.

The Sega CD has a steady stream of games as well. Compared to the drought last year, games are pouring in now. Sony Imagesoft looks like it has the most to offer. They have in the works: The Exterminators, NBA Hangtime '95, No Escape, 3 Ninjas Kick Back, Prime, Strangers, Firearm and more. That should be enough to keep any Sega CD owner happy.

So keep your skills up because you're going to be playing games all year long!

Viacom New Media

Phantom 2040

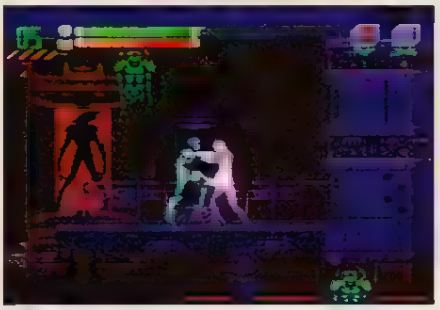
Super NES	Action

Viacom New Media has got a brand-new action title that's loaded with killer robots, fiery weapons and super-charged power-ups.

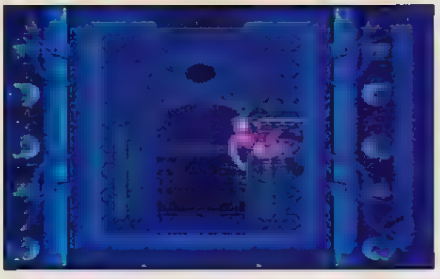
The city is riddled with crime, and as the Phantom, you must free the innocent populace from the dangers of urban life. You have a number of powers at your disposal. Your array of weapons is vast, and each one adds a degree of technique to the game. You can swing from a grappling-hook device and even climb with it.

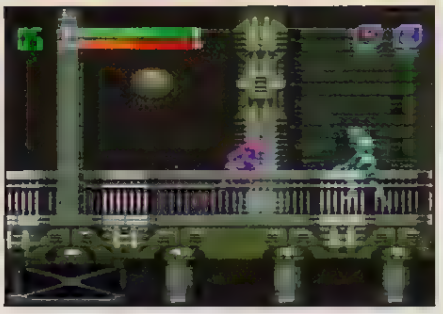
Phantom 2040 has giant-sized bosses, gigantic levels and lots of dangerous things to fight.

If you are looking for nonstop action that'll test your mettle in a number of dangerous situations, Phantom 2040 has what you need.

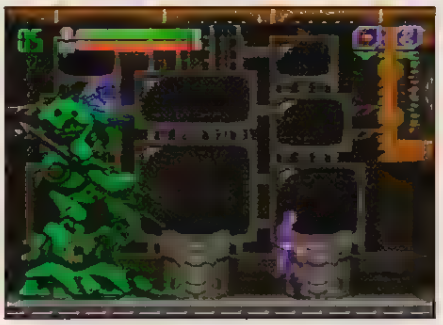


Phantom 2040 will give you more than enough intense, fighting action.

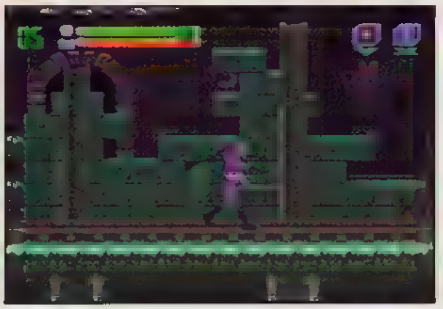




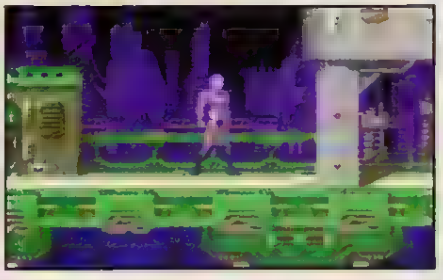
Deep within the industrial zones you'll find mutated creatures willing to fight.



The Boss that can be found in the docks will take many hits before dying.

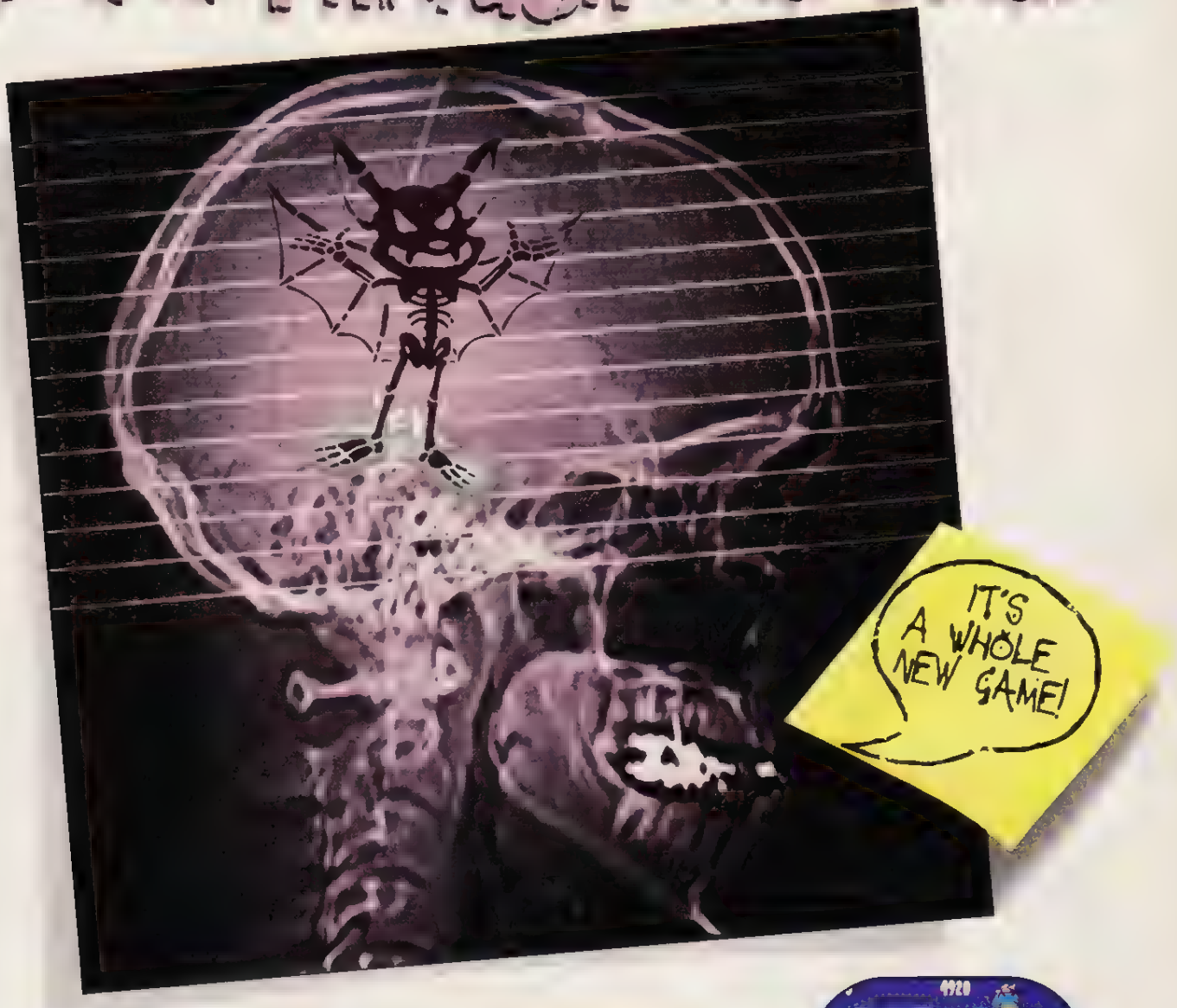


Ambushes are common in the gang's lair. Be on your guard at all times.



Aero The Acro-Bat™ 2

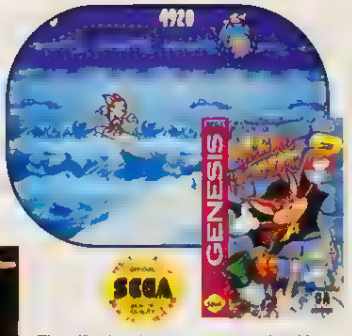
Get It Through Your Skull!



THE AERO ACRO-BAT™ 2

SUNSOFT™

SUPER NINTENDO ENTERTAINMENT SYSTEM



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NEXT WAVE

Panasonic

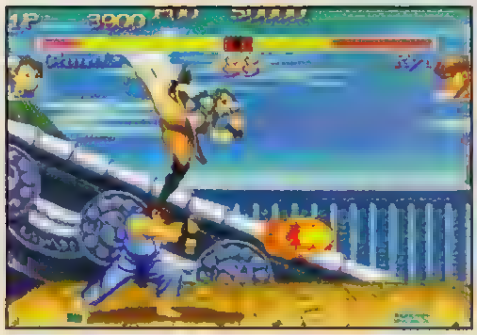
Super Street Fighter II Turbo

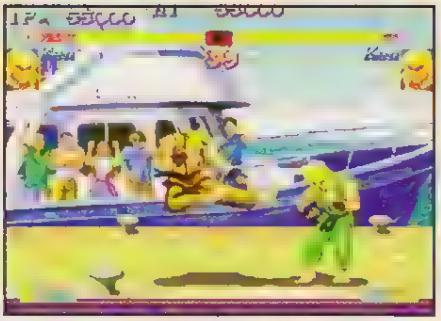
3DO	Fighting

I know you know the characters and plot of this game, so I won't waste time trying to recap what's already been said a million times. What is important are the many features that make this game special.

Most of all, it's on the 3DO. The graphics and sounds are totally hot. Everything screams arcade. After some hands-on experience, it's easy to see that this is the best version of SF2 yet. Everything from the arcade is here, including all of your favorite devastating combos. The world warriors have new moves (and the ultra-nasty super moves).

If you've been looking for a fantastic 3DO fighting game, you don't have to look any further.





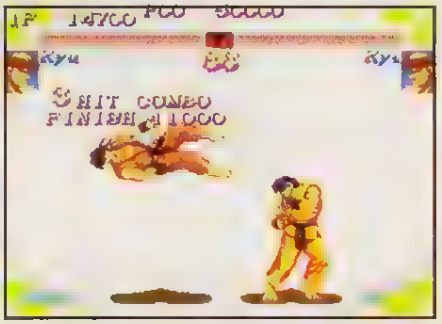
Ken has a wide array of moves that can pulverize anyone in his path.

When in doubt, try uppercutting the other player out of a jump attack.

Chun Li still has her mega-damaging kick that can dizzy you quickly.

All of the moves, including the fireballs, are here. It's a great translation.

Cammy is as attractive as she is deadly. What exactly is her hidden past?



Possibly the most dramatic change in this version are the super moves.

When finished, all of the characters will be here. Akuma? Hmmm...

The character art is fantastic with lots of color and detail.

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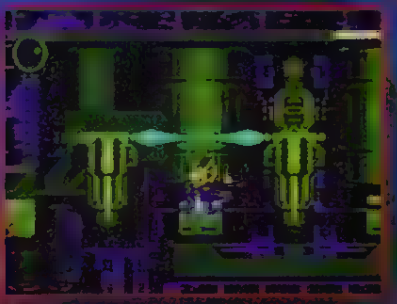
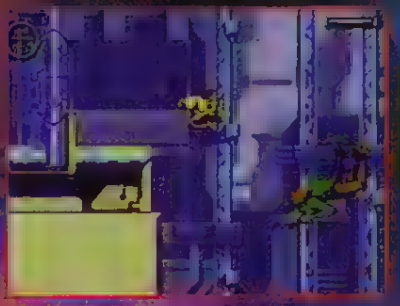
Created by members of the team that developed Sega's comics-based hit X-Men.

Moves and powers you've never had before—only with experience will you truly master them.



Generations Lost challenges your wits and your heart, as well as your reflexes.



The more you learn, the more dangerous you become to those who want to stop you.

Your exploring will [illegible] many intricate [illegible]

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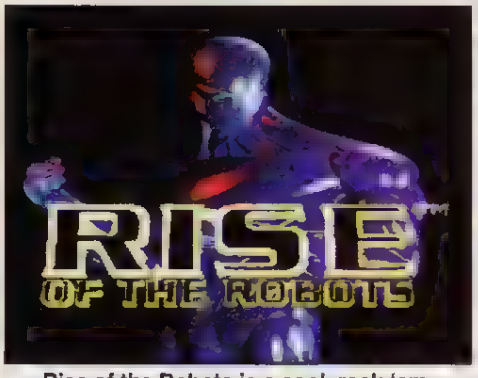
NEXT WAVE

Acclaim

Rise of the Robots

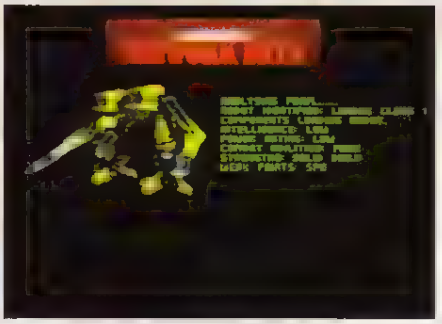
Super NES	Fighting

Acclaim has recently announced that they will be bringing out the rock-'em, sock-'em robot extravaganza to the Super NES. Play as a cyborg taking down a series of robots that have gone out of control. Each one has its own capabilities and weaknesses. It's up to you to exploit them. Use your fists and feet to pummel the hulking mechanical leviathans to metallic chunks. If you enjoy fighting carts, check out this game.

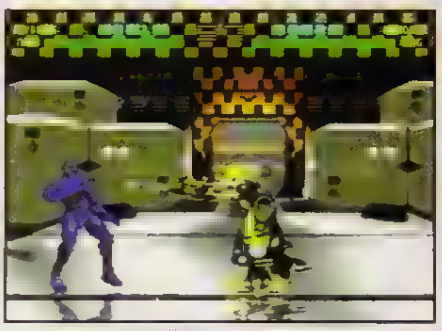


Rise of the Robots is a cool, rock-'em, sock-'em game with added twists!

Fight against the evil robots who want desperately to beat you to a pulp.

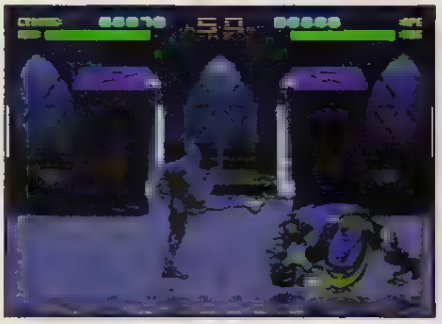


Your first opponent is the loader. It is relatively weak and very slow.

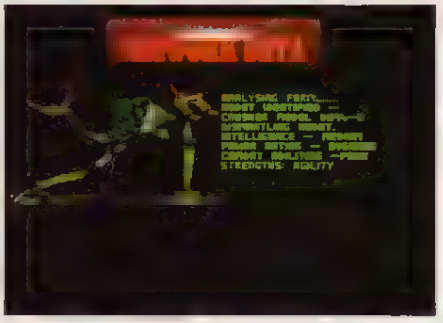


Keep your distance and hit it with your kicks, or it'll win with its claws.

Next, you will fight the heavily-armored Builder Class robot.

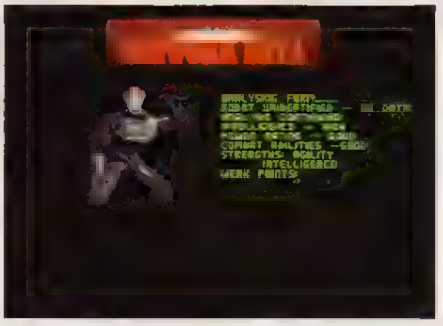


Use the same strategy you used on the first robot to defeat this one.



The dismantling robot will be your first really serious foe.

The Dismantler is extremely fast and will try to outmaneuver you when it can.



No one knows where this 'bot came from, but it's the deadliest one yet.

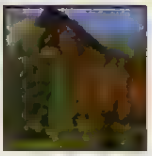
You'd better use some tricky moves to stop this one. You have been warned.

Throughout Rise of the Robots, rendered cinemas will show you what you are up against. They look great with smooth animation.

Koei

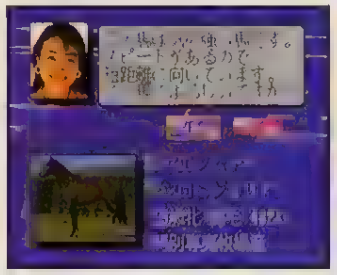
Winning Post

3DO	Simulation



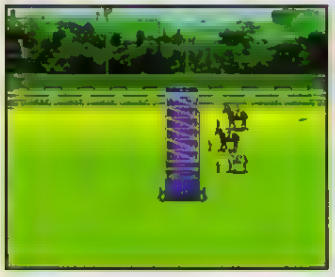
Here's an idea for a game I bet you never thought you'd see! Horse Racing! Koei has a brand-new game for the 3DO called Winning Post. In this game, players have the opportunity to breed and race their own horses. At the track, your options increase. Make bets on or against your horse. Check out the odds of you winning. Winning Post is a realistic simulation that encompasses the exciting world of horse racing.

Because Winning Post is going to appear on the 3DO, it is to be expected that there will be cinemas (of course!). These pics are of the Japanese version, but expect American pictures relatively soon.



Start out by selecting the horse you would like.

At the office, plan your strategies for making money.



This is it ... the racetrack. It is here that fortunes are made and lost. Will your horse come in first? It better!

Winning Post has a lot of intricate techniques for the players to pick up on. If you work things out right, you can make a lot of money with a loser horse. Of course, a grand-champion stallion would be nice.

Everything you wanted to know about

MADONNA

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Clue MONOPOLY RISK

Pursue these other great video games from Parker Brothers too.

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NEXT WAVE

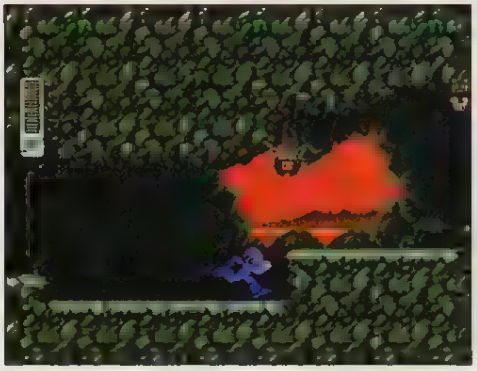
Capcom

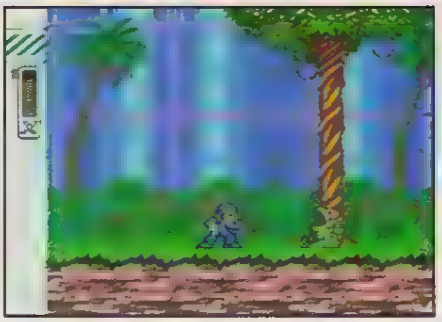
Megaman X2

Super NES	Action

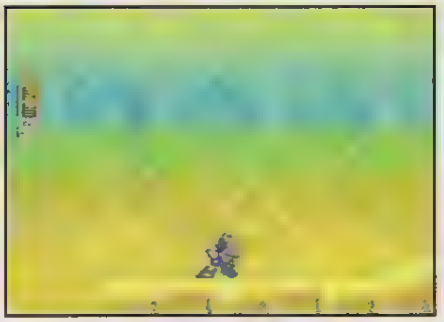
Though the evil Sigma was defeated by Megaman X, his robotic allies have not given up the evil plot. They have begun to take over the world using other droids as their minions. Fortunately, Megaman X is back and ready to stop them.

Megaman X2 blows away all other Megaman games to date. Its special effects and relentless action make it a must for any hardcore gamer. The basic layout of the game is pretty simple. After you survive the opening level, you get your choice of eight other lands. With those Bosses gone, you can discover who is behind all of the chaos. Will you be able to find out all of the secrets?

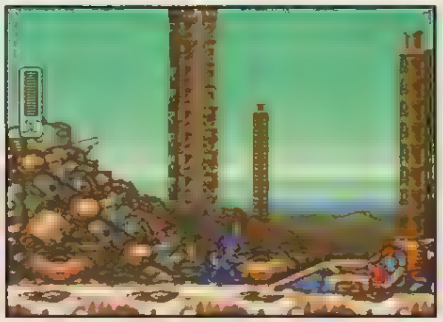




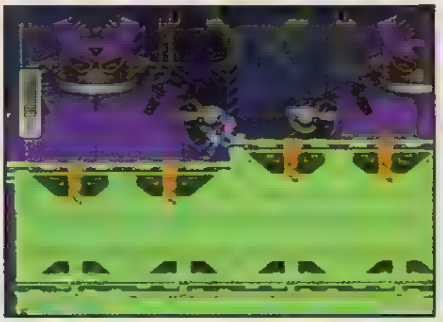
Fight frog-like creatures in a land whose climates are constantly changing.



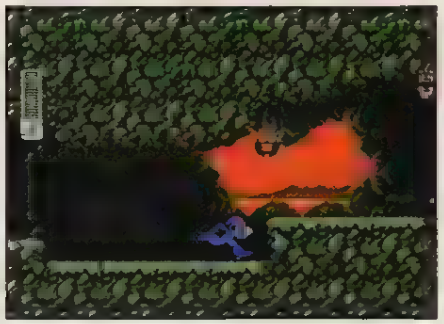
Face blinding sandstorms in your mission to stop the evil robots.



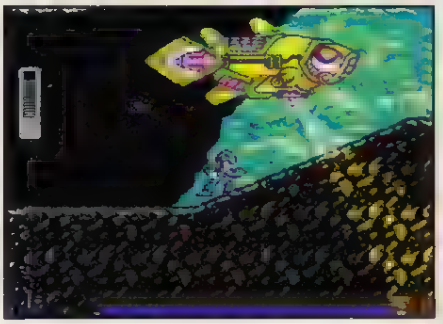
The junkyard has pieces that come alive and attack our poor hero.



The giant robots are under construction. I hope you don't have to fight one!

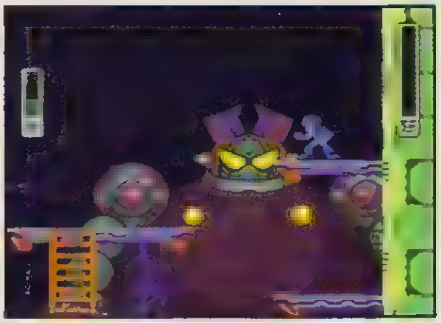


Dash past the bats. Remember them? They're in almost every game.

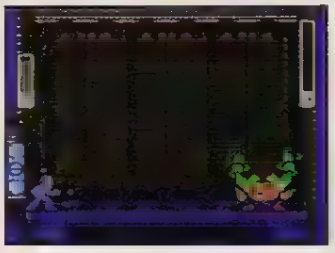


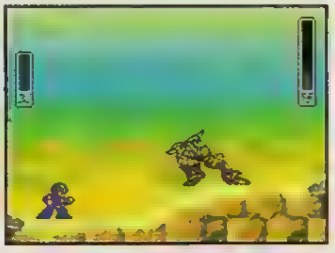
Go deep into the ocean's depths in pursuit of the renegade Boss.

THE BOSSES OF MEGAMAN X2



The most important part of the Megaman series has always been the strategy you use to fully accomplish each level. The Bosses almost always had to be beaten in a specific order. Like before, you will gain a Boss' weapon after you defeat him in combat. Go into each level after you get new power-ups to find more stuff.



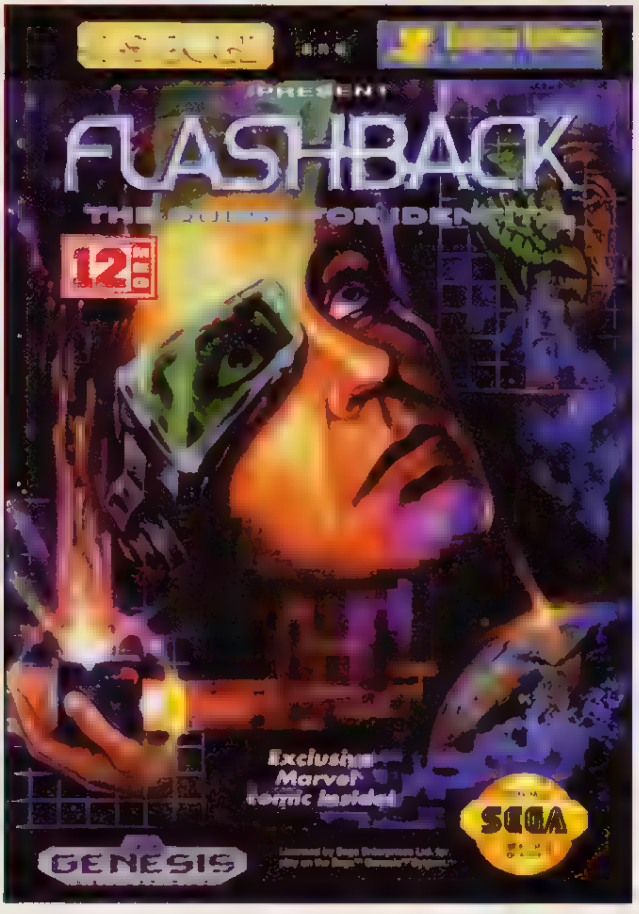


BEST ACTION ADVENTURE

RGP GAME OF THE YEAR
SEGA

EDITOR'S CHOICE
THREE CONSECUTIVE MONTHS
ELECTRONIC GAMING MONTHLY

GAME OF THE YEAR
GAME INFORMER



BEST OF SHOW
WINTER CES
NINTENDO POWER

ACTION ADVENTURE OF THE YEAR
GAME PRO

EDITOR'S CHOICE
GOLD AWARD
ELECTRONIC GAMING MONTHLY

NOW IT TAKES LESS THAN EVER TO LOSE YOUR MIND

According to experts, Flashback may be the best action/adventure game ever. You discover an alien conspiracy, so they capture you and erase your memory. Now, you must retrieve your memory and battle through 7 levels of aliens, robot cops, replicants and traps. Flashback features the most lifelike animation ever created for a video game. In fact, it's so good, the only way to improve it was to lower the price.

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Genesis version.
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NEXT WAVE

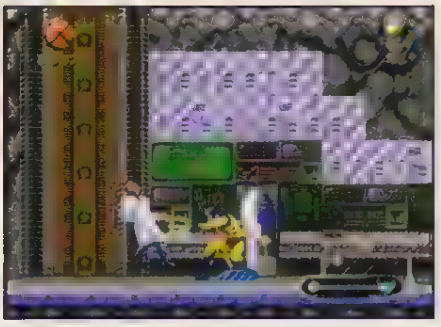
Acclaim

Wolverine

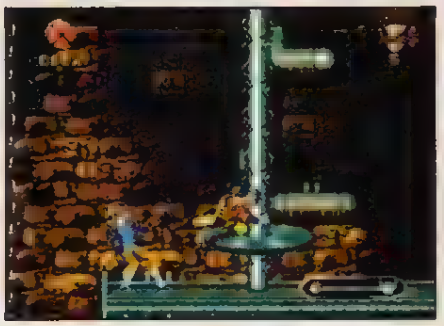
Genesis	Action

Everyone's favorite mutant is now slicing his way through his toughest foes in one of the most action-packed Genesis games around. Through a story line shown in cinema displays, travel around the globe on a series of quests, each one more dangerous than the last.

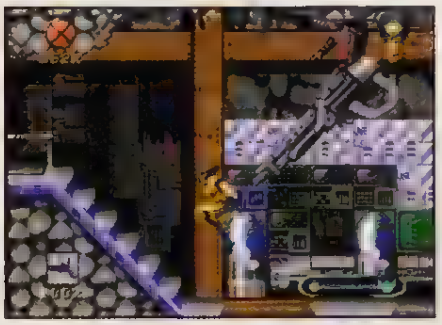
You will meet up with the deadliest mutants around, including Sabretooth and the time-traveling Fitzroy. Even the lethal Lady Deathstrike will make an attempt to end Logan's (Wolverine) life. If you love the *X-Men* comics or the cartoon, it's a sure bet you'll like this cart.



Stop the scientists who are up to no good. They're trying to kill you.



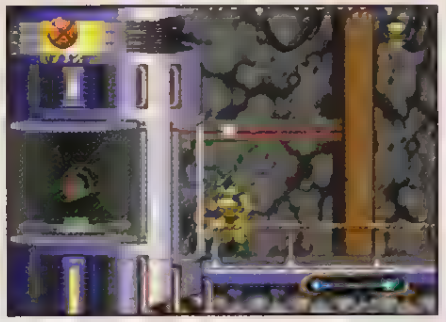
Battle other mutants in vicious fights over swirling saw blades.



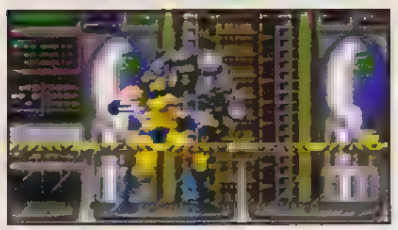
One hit from that giant laser cannon and Logan's skin will get crispy.

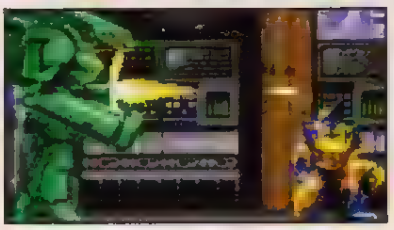
Absolutely nothing can stop Wolverine once he gets his mind set on something.

Travel to strange and exotic locales in search of new opponents.



Use your claws to rip apart any machinery standing in your way.





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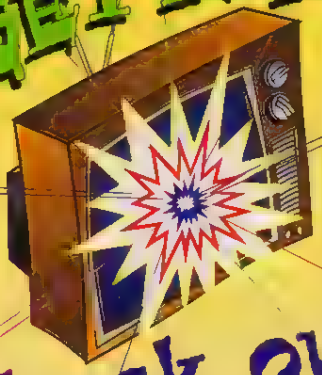

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NEXT WAVE

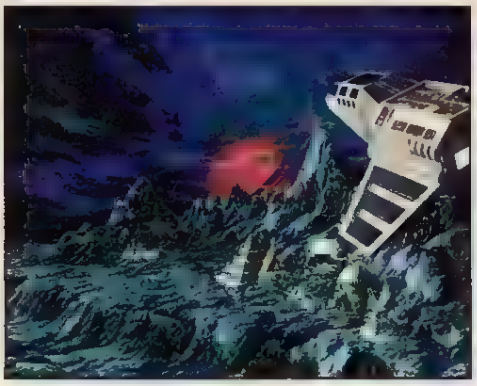
Electronic Arts

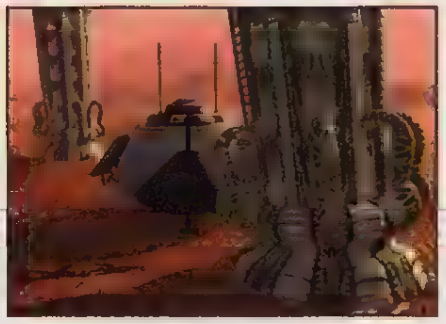
ShockWave: Operation JumpGate

300	Shooter

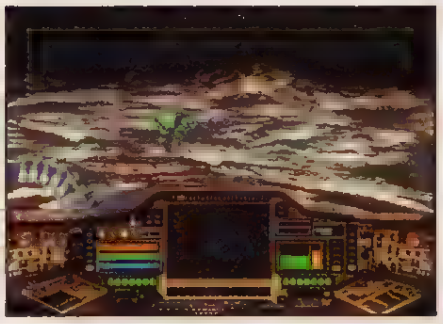
The year is 2026. It's been seven years since you defeated the alien invasion force. Always on the lookout for signs of trouble, probes have discovered another alien threat in our solar system. Take your F-177 Heavy Fighter to the masses of alien slime, and prepare to kick major butt. Join Commander Stewert and her crack team of pilots, and see if you can save the Earth once more.

ShockWave: Operation JumpGate is a visual tour-de-force loaded with great action and cinemas. If you thought the first one was hot, this one's even better!

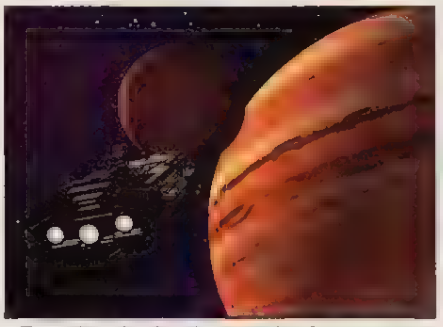




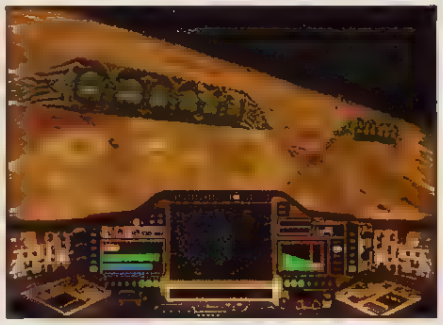
Your probes placed throughout the galaxy have found yet another alien menace.



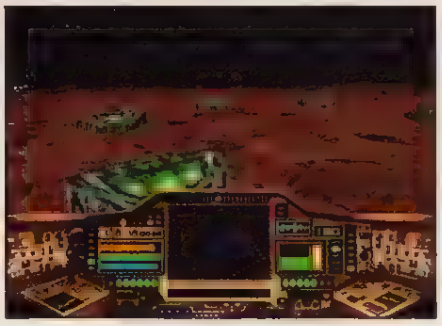
Who knows what perils await you on the dreaded ice planet?



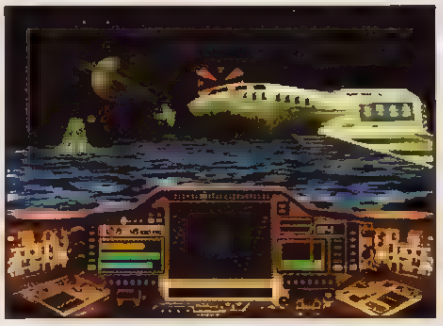
Travel to Jupiter in search of an enemy outpost. Will you stop them here?



Try to take out the transport ships before they unleash their cargo.



What are these aliens up to? You must stop their devious plans.



ShockWave: Operation JumpGate features all-new enemy ships.

Acclaim

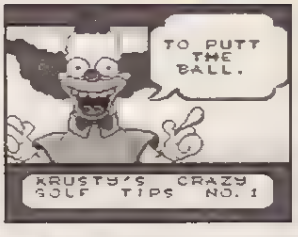
Itchy & Scratchy: Miniature Golf Madness

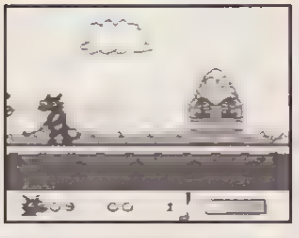
Game Boy	Action

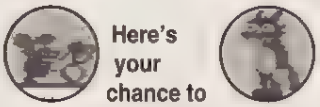
The deadly game of cat and mouse between Itchy & Scratchy (of *Simpsons* fame) continues in this great new Game Boy title.

Entitled Miniature Golf Madness, it's a strange combination of miniature golf and a side-scrolling adventure. Control the luckless Scratchy in a golf tournament. He's got to sink the ball in the hole; however, Itchy is out to maim, crush and maul him, usually using an assortment of lethal items. You do have a chance to get even. Sometimes you will find special objects like the hammer and the baseball bat that allow you to clobber that pesky mouse.

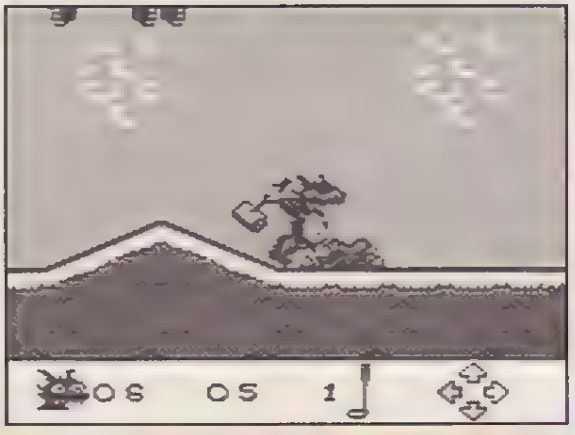
Itchy & Scratchy: Miniature Golf Madness is loaded with thrills and spills. Just perfect for portable gaming.







Here's your chance to relive the endless battles between Itchy & Scratchy. It's a real challenge.



"It's going to take a miracle for another game in the 16-bit category to even compete with E.W.J. for game of the year."
-Game Players
"The best game ever to hit the screen. This isn't Game of the Year; this is GAME OF THE DECADE!"
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NEXT WAVE

GTE Interactive

Street Hockey '95

Super NES	Sports

If you want a little rough and tumble hockey, GTE Interactive's got an intense new cart that brings the game to the streets. Street Hockey '95 is very similar to Jammit, in terms of both game play and sounds. This cart's got trash talk and in-your-face hockey fights. Your games will take place in the wildest locations—from a rooftop to a swimming pool. There are many players at your disposal, too!

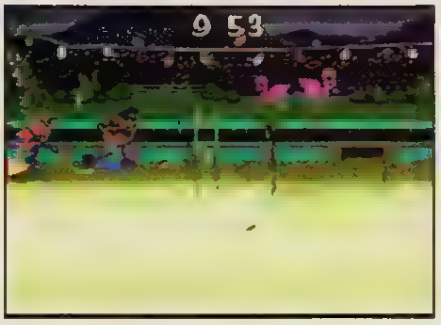
Street Hockey '95 should please arm-chair athletes and action fans alike. This is the only hockey game around where you can fight it out in the middle of the street!

If you liked Jammit, you'll love GTE's Street Hockey '95.

Choose from a variety of games and slap it around on the street!

Take your pick from a number of gnarly ramp-ragin' skaters.

There are many locales in which you can play. No time for thinking—get busy!



Street Hockey '95 gives players the roughest, most intense hockey game possible. All of the character's moves are rotoscoped to give a sense of realism.

Digital Pictures

Corpse Killer

32X	Action

A mad scientist is planning to take over the world with an army of zombies. It's up to you to stop them using your rifle. Shoot the walking corpses in their tracks, or you'll end up like one of them!

The 32X version is a vast improvement over the plain old Sega CD game. There are more colors, and the animation is better. The odds are that you'll jump right out of your seat when you see the movie-quality footage, complete with lots of special effects.

As one of the first 32X titles from a licensee, this would be a good game to try. Corpse Killer is a cinematic adventure that keeps you on your toes. It will show off what the 32X is capable of doing in terms of graphics and game play. Will you be able to save the world?

The evil scientist has mastered a way to make zombies out of humans.

Zombies stalk the hapless humans in an attempt to rule the world.

The cinemas definitely have a lot more color in them.

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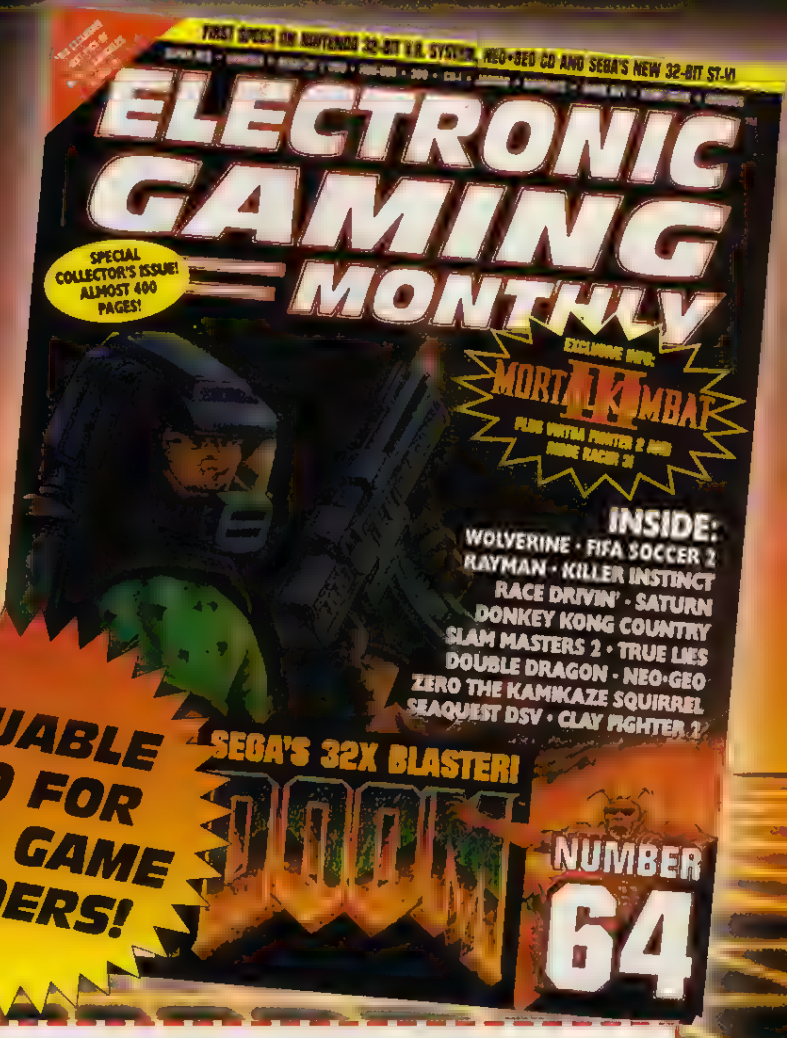
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NEXT WAVE

GameTek

Quarantine

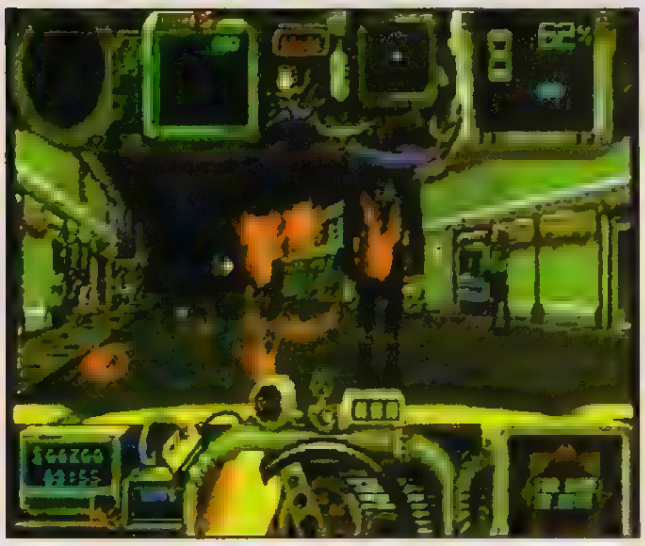
3DO	Action

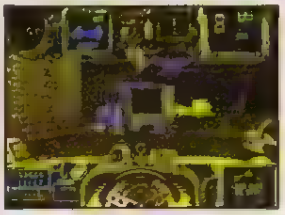
GameTek's now making games for the 3DO! The game is called Quarantine. It is a first-person shooting game about a man named Drake Edgewater. He's a 21st century cab driver in the city known as KEMO. It's been quarantined for a number of health hazards. To make your living, you must accept passengers and take them to their destinations without getting yourself blown away by the roving gangs. Earn money and collect weapons in order to survive.

Quarantine is a cool game with lots of heavy-duty firepower.

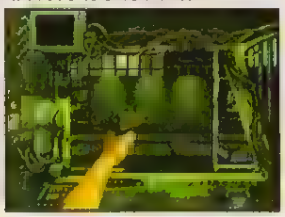
The many cinemas of Quarantine will make you feel like you're in KEMO.

Refit your cab with weapons or you'll end up being outgunned.

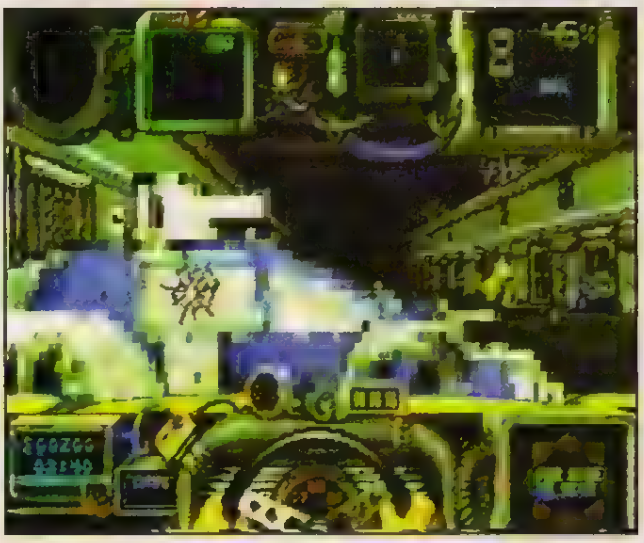




It's a combination of Mad Max and Blade Runner. Can you escape the city before it's too late?



Your cab is a modified '52 Checker "hover-cab" that has been armed with headlight-mounted machine guns. It's heavily armored too, but that doesn't mean that the many mines, rockets and bullets won't take their toll. If you are to ever escape the town of KEMO, you must earn enough money. The story of Quarantine is rather unique. Cool cinemas help move it along in a dramatic fashion. Are you tough enough?



Sega

Flashback

Sega CD	Adventure

You have stumbled onto an alien plot to take over the Earth. Knowing that you are aware of the plot, the aliens erase your memory. Now you're lost in the middle of a jungle. Somehow you must regain your memories and stop the aliens from doing any more damage.

Flashback was a hit on all of the earlier systems. It's got a great plot combined with intense action. The cinemas are also first-rate.

Now the Sega CD has this great game, and there have been a number of improvements. The cinemas are better than ever and the game play has been tweaked.

If you're in the mood for some great adventures, Flashback should more than whet your appetite. Look for this one soon.

Overall, Flashback looks identical to the original Genesis version.

Along with the sound, the cinema displays have been redone.

Lasers cross the trail of our hero as he tries to outrun his captors.

Impress the nation.

Impress your dog.

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NEXT WAVE

Elite

Power Slide

3DO	Racing

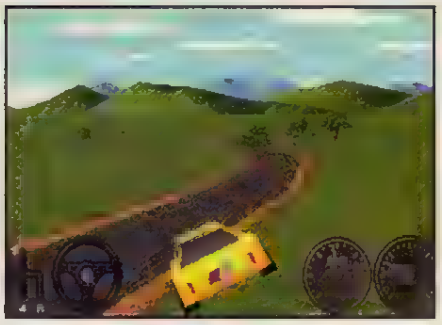
As the 3DO gets more and more licensees who are bringing out games, a few games in particular stand out from the rest. Elite is working on a racing title called Power Slide.

Power Slide is a fast-paced racer that features texture-mapped backgrounds and realistic roads to race on. Practice all of your racing skills, because you'll need them here. Learn how to do drifts and power slides around turns and how to use the slipstream of another car. Your vehicle can be either manual or automatic, depending on your preference. Power Slide offers players plenty of technique.

The graphics of Power Slide are most impressive, with lots of great scrolling, scaling and rotation. They make great use of the 3DO's ability to store massive amounts of memory on CD. The audio matches the rest of the game, too.

There still aren't all that many racing games around, especially ones that utilize realistic settings. Power Slide looks and sounds impressive, so you might want to consider trying it out. Look for more on Power Slide in the future.

The straightaway is the most basic road you can find.



Power Slide is a realistic driving simulator that's chock-full of strategy.

Slide into a turn, then hit the gas to slip past anyone who you are up against.

Watch out for that tree! Remember, trees aren't good for the paint job.

If you desire, go off-road and attempt to avoid the obstacles.

Power Slide uses the 3DO's abilities to scale all of the objects.

Elite

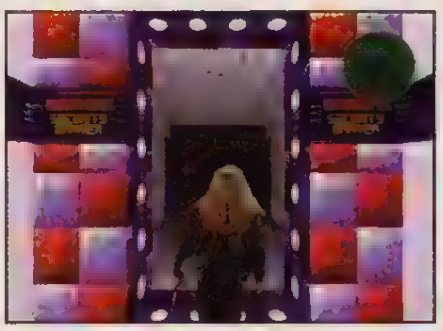
Virtuoso

3DO	Adventure

Get ready to enter a mystical world filled with danger and mystery. Prepare yourself for Virtuoso, the latest 3DO title from the folks at Elite. In Virtuoso, you get to explore all sorts of alien places. Puzzles abound and dark things lurk in the labyrinth-like corridors.

Virtuoso is drawn with great detail in order to give the player a sense of actually being there. It won't be a walk in the park, as you will face dangers that might be so great that even you can't handle them.

If you like adventure-type games, stay on the lookout for Virtuoso. It's a strange title, but a good looking one. Will you enter the world of Virtuoso?



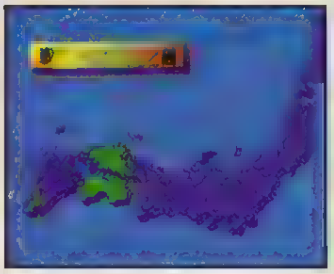
Koei

Nobunaga's Ambition IV*

3DO	War Sim.

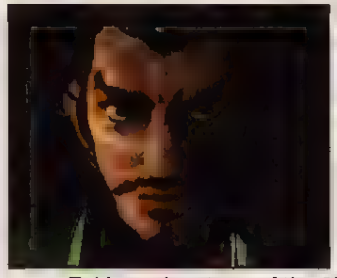
For those of you who enjoy a good war, Koei is working on a brand-new war simulation along the lines of their other war games. It's the fourth in the Nobunaga's Ambition series. These pics you see are of the Japanese version, but the American one will be finished soon.

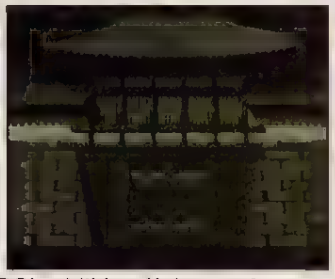
In Nobunaga's Ambition IV, you become a feudal lord bent for conquest. Make allies with the most famous of military leaders from Japan's history or test your wits against them. The 3DO version has improved graphics, sound and some really nice cinemas. If you think that you're brilliant enough to conquer all of Japan, try your skill with Nobunaga.



Can you conquer every province in Japan?

Speak with your generals, and begin your strategy.





Taking advantage of the 3DO's abilities, Nobunaga's Ambition IV features a number of cinemas with lots of FMV.

At this screen, you can select the allocation of troops, supplies and other essentials. You can make allies or enemies. What happens with your conquest is up to you. Just remember—it gets very complicated.

* Working Title

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Shoot cannons instead of dice. And conquer your opponents or up to 5 computer enemies with intense sound effects, music and action. Push a button to set up for classic attack. Or blast your way through the arcade version. So play the classic game of world conquest on Risk *Sega Genesis*™. And see the word "charge" take on a whole new meaning.

Clue MONOPOLY Trivial Pursuit

Get a charge out of these other Parker Brothers Video Games too.

NEXT WAVE

Panasonic

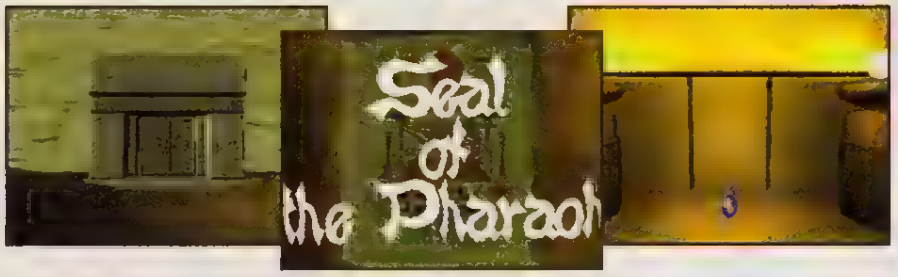
Seal of the Pharaoh

3DO	Action

A terrible curse has unleashed a great many evil spirits into our world. Your father knows that the source of this trouble lies within one of the great pyramids. You thought that all was well, until he disappeared during his last expedition. Now his quest has fallen onto your shoulders. You alone have the power to save the world from the darkness that threatens to overtake it.

As you delve deep into the catacombs of the pyramid, you come across wondrous items and terrible monsters. Keep your wits about you, for there are many twists and turns. Mapping skills are essential, as you could get lost easily.

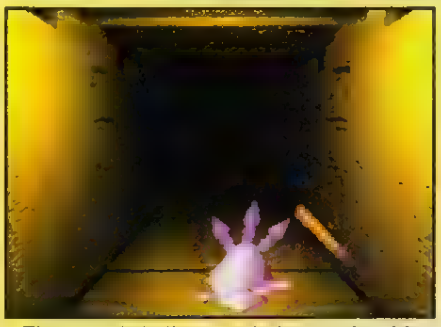
Seal of the Pharaoh uses the power of the 3DO to send you deep into the heart of a creepy tomb. You can almost smell the rotting bones and hear the whispering sands. If adventure's your thing, than Seal of the Pharaoh is right for you.



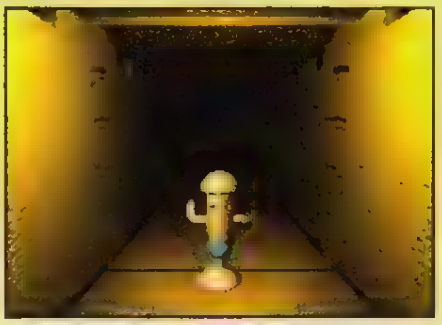
As you leave the sunlight behind you, you realize the depth and dangers of your quest. Seal of the Pharaoh is no kid's game. Only hardy adventurers need apply.

As you journey through the pyramid, items will appear for your use. They can be hints, clues, maps or healing potions. Try to find everything. You'll need it!

SOME OF THE MONSTERS YOU'LL FIND IN THE PYRAMID



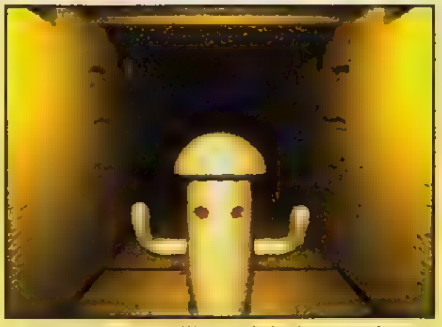
These weird slimes only have a few hit points. Try to whack them quickly.



Even brave souls avoid these fearsome creatures. They waddle about the crypt.

Jackals are known to roam the dungeons looking for food!

If you get hit, they'll fly right into your face and smash right into you.

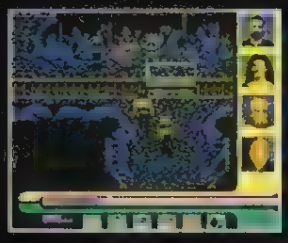


This creature will get right in your face and smack some life out of you.

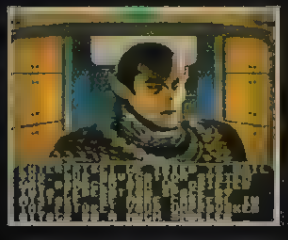
Here's your chance to become dog food. Jackals are really powerful.

Report To The Bridge.

Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.

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In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.

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NEXT WAVE

Sony Imagesoft

Mary Shelley's Frankenstein

Sega CD	Adventure

Sony Imagesoft has a game for the Sega CD based on the movie *Mary Shelley's Frankenstein.* You are the Creature, a living corpse, created by the brilliant scientist Frankenstein. You are misunderstood and feared. You are regarded by many as a monster and an abomination. You must somehow find yourself freedom and perhaps a life.

Mary Shelley's Frankenstein is a Sega CD game. The music and visuals all look impressive, particularly in the computer graphics department. It combines fighting action with an adventure to make a game that keeps you enticed.

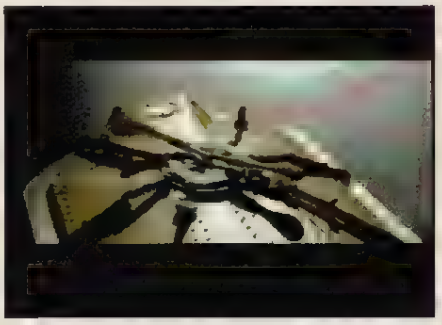
The dog is guarding the prisoners who are trapped behind the gate.

The town is almost like a maze. Getting through will take some time.

Electric eels prevent you from going any farther into Frankenstein's laboratory.

Perhaps this acid can kill those eels and let you pass. But where is it?

Deep within Dr. Frankenstein's lab, a horrible experiment is taking place.



Within this tomb-like receptacle is the Monster. You must become him.

Something sleeps underneath the canvas that lies on the floor.

If you can open this door, you can escape into the town.

Mary Shelley's Frankenstein has fighting sequences strewn about. Here, you must jump, punch and kick your way to victory. You don't want to kill, but you have to.

Your master sleeps in the bed. It's really time to meet your maker.

To get the sleeping potion, you must avoid the poisonous spiders.

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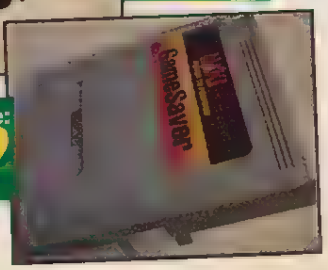

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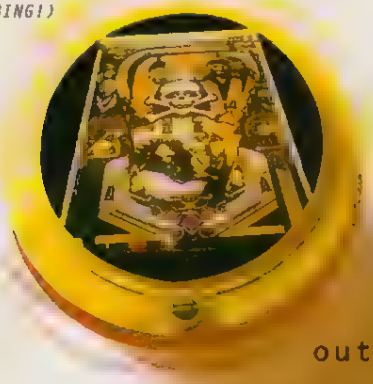

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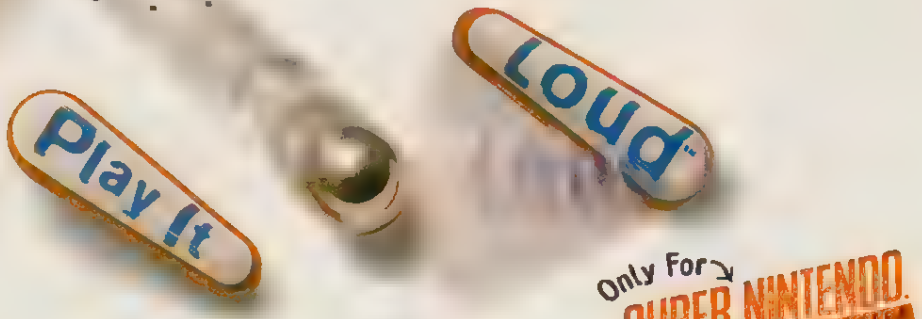

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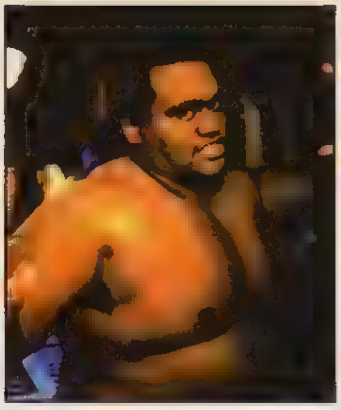
Kickin' Butt AND Taking Names

Capcom's Street Fighter II Goes to the Movies!

More than seven years ago, back in 1987, Capcom introduced a game called *Street Fighter* in arcades. The game pitted three martial arts rivals, Ryu, Ken and Sagat, in a fierce battle of hand-to-hand combat, and introduced to arcade-goers the first-ever, six-button controlled game.

The game enjoyed a relative degree of success and soon spawned a number of game spin-offs for various home entertainment systems, including a game called *Street Fighter 2010*



for the original NES. (The game was a straight-ahead action game unrelated to the *Street Fighter* series as we know it today, but it featured the ever-popular Ken in the title role.)

Then in March 1991, the arcade machines for the chance to fight their way to the top. The *Street Fighter II* home video game series has sold more than 12 million units worldwide, outpacing Sega's *Sonic the Hedgehog* series and

Street Fighter II first appeared in arcades and a whole new era of fighting games was immediately ushered in. Since that time, more than 25 million game players have experienced *Street Fighter II* in homes and arcades across the country. Game enthusiasts have dumped more than 2 billion quarters into Acclaim's *Mortal Kombat*. Now, as a coup de grace to the game's overwhelming success, *Street Fighter II* has finally made it to the movies.

The movie begins in Shadaloo, Southeast Asia, a fictional country wallowing in the turmoil of civil war. As the war enters into its seventh month, the Allied Nation Forces, led by Colonel William F. Guile, are sent in to restore order. But conflict soon elevates into a global crisis as 63 Allied Nations relief workers are taken hostage by renegade warlord, General M. Bison. Now, with the location of the hostages unknown, Colonel Guile has less than 70 hours to infiltrate M. Bison's underground syndicate, the Shadaloo Crime Tong, and save these helpless victims.

The movie stars Jean-Claude Van Damme as the bound and determined Colonel Guile. In a poll of die-hard Street Fighter devotees, Van Damme was the actor most wished to see in the part of Guile. According to the film's writer and director, Steven de Souza, the lead role was written specifically with the Belgian-born, former body-building champion and martial arts expert in mind.

"In the game, Guile is only a Major," laughs Van Damme about his role as this video game protagonist. "Steven [de Souza] promoted Guile to a Colonel so I could command a bigger army."

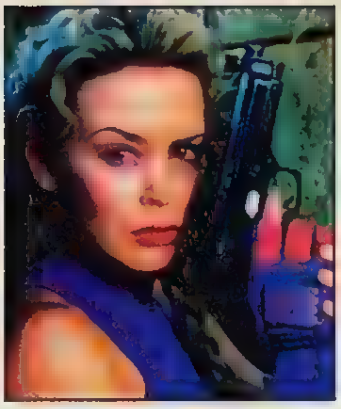
One of today's most versatile action heroes, Van Damme recently scored his first number one hit movie with the smash sci-fi adventure, *TimeCop*.

To cast Guile's adversary, the megalomanical General M. Bison, producers searched for an actor with the stature and theatrical credibility to stand up to Van Damme's strong physical presence. Actor Raul Julia (*The Addams Family*, HBO's *The Burning Season*) was a perfect fit.

"Raul is an absolute professional and a very funny guy," recalls de Souza about the decision to cast Julia as the film's lead villain. "His kids are big fans of the game and even they think he is perfectly cast as Bison."

Tragically, *Street Fighter* will be Julia's final film. This well-respected actor recently passed away after suffering a stroke.

For veteran film scribe



de Souza (*The Flintstones, Die Hard I & II, Commando*), *Street Fighter* marked his first turn behind the camera.

According to the film's producer Ed Pressman (*The Crow, Wall Street*), it was de Souza's understanding of the video game that convinced Pressman to go ahead with the film.

"When I was first approached with the possibility of doing a *Street Fighter* movie," says Pressman, "I was certainly aware, from my son and others, how popular the game actually was. But I was dubious about making it into a movie. I wasn't sure how to approach it exactly. But when I talked to de Souza, he immediately had an approach that was both exciting and original, and could interpret with some consistency the characters that exist within the *Street Fighter* world."

"Ed Pressman phoned me at 6:00 one evening and asked me if I knew *Street Fighter*," recalls de Souza. "Know it? My teenage son has probably put his entire allowance for the last year into *Street Fighter*. We put $10 in quarters into the machines every Saturday morning."

By lunchtime the next day, de Souza had outlined a two-page synopsis that incorporated every character from the game.

But can de Souza's script remain true to the spirit and the themes of the game. Many ardent *Street Fighter* afficionados remain skeptical, worried that de Souza has taken too many liberties in the background stories he has created for these beloved *Street Fighter* characters. The lovable Chun Li, for instance, begins the movie as a television news reporter, with the brawling Balrog as her dependable camera man. (Isn't Balrog an end Boss in the original game?)

De Souza, on the other, feels very strongly that game fans will ultimately be pleased with the end results.

"What is in the video game is certainly not a plot or a story?" says de Souza. "What is in the video game are some very popular characters. What we have done is look at all these different characters and invent for them an exterior life–a previous life, if you will–that takes them to the point where you drop the quarter into the machine. The characters now have a private life, a civilian life. They have real jobs, real hopes and aspirations. It is the result of these circumstances that they are thrown into [in Shadaloo] that they are eventually forced to fight. In the game, the characters are just there. You put your quarters in the machine and they begin to fight. We have given them a reason to fight."

Still, other critics argue that the whole idea of turning a video game into a feature-length film is ridiculous and point to the debacle of the *Super Mario Brothers* movie as evidence. Pressman begs to differ.

"I think in the future you will see a lot of cross-pollination between video games and movies," says Pressman. "I think the first of these [movies based on a video game] to hit will prove that point. Until that time, there is obviously going to be a lot of skepticism and naysayers." (*Double Dragon* is in theaters now, with *Mortal Kombat* and *Doom* both due out sometime next year.)

"I think *Super Mario Brothers* had a lot of things going against it," continues Pressman. First of all, it came out four or five years after the game's popularity had peaked. Second, it attempted to replicate the game exactly instead of translating it into a cinematic form that would interest moviegoers. Third, it was hard to place *Super Mario Brothers* into any particular genre. *Street Fighter* on the other hand, easily fits within the action genre."

Besides Van Damme and Julia, *Street Fighter* boasts an impressive cast of international actors. The beautiful Ming-Na Wen (*The Joy Luck Club*) stars as Chun Li Zang. A news reporter covering the civil unrest in Shadaloo, her own hidden agenda includes more than just getting the story.

Says Ming-Na Wen of her opportunity to play one of *Street Fighter*'s most popular characters, "Who wouldn't love to portray a superheroine? Chun Li is a warrior woman who is courageous, aggressive, intelligent and sexy. She either seduces a man with her charm or gets to kick his butt."

Wes Studi (*Geronimo,*

Last of the Mohicans) plays the villainous Victor Sagat, a crime boss and gun runner who controls the most feared fighting gang in Southeast Asia, the Shadaloo Tong. *Street Fighter* is the fourth time for Studi has had to shave his head for a movie role.

Australian-born singer/actress Kylie Minogue stars as Cammy, an undercover British Intelligence Officer and Colonel Guile's right-hand lieutenant. De Souza discovered Minogue on the cover of a magazine's "World's 30 Most Beautiful People" edition.

"We were two weeks away from shooting and I still hadn't cast Cammy," de Souza recalls. "We'd looked at hundreds of actresses in L.A., New York, London and Australia. then I was on a flight and picked up a copy of *Who* Magazine. Kylie was on the cover. right away I said, 'There's our Cammy.'"

Damian Chapa (*Under Siege*) and Byron Mann (*Bloodsport II*) play the filmic versions of Ken and Ryu. As fast-talking, street-smart hustlers, the duo is recruited by Guile (at gunpoint) to infiltrate the Shadaloo Crime Tong and lead him to Bison's secret fortress and the captured hostages.

As for the rest of the *Street Fighter* gang, they are all here. Zangief (Andrew Brysniarski) serves as Bison's good-natured Russian bodyguard. Dhalsim (Roshan Seth) is a captive Indian bio-physicist forced to conduct bizarre biological experiments on a helpless Carlos Blanka (Robert Mammone). Every character from the game is somehow accounted for in the movie.

Filming for *Street Fighter* took place over a whirlwind 69 days in both Thailand and Australia.

"The Thai government

was originally reluctant to allow us to film military equipment on the streets," says Thailand location manager Murray Boyd of the challenging shoot. "The student protests two years earlier put us in a delicate position. The government feared that the Thai people would mistake us for another military coup."

The Thai government eventually conceded and even provided some of the military equipment used for the film, including an armored personnel carrier, two Huey helicopters and more than 20 other vessels ranging from assault crafts to patrol boats.

Getting the cast into fighting shape for their physically demanding roles as the world's greatest fighters was Hollywood trainer and 24-year undefeated World Karate Champion, Benny "The Jet" Urquidez.

"In the months leading up to shooting, I began training the cast in weights, stretching and picture fighting," relates the legendary Sensei and nine dan black belt Urquidez. "The women have been particularly good pupils. Ming has a gymnastics background and Kylie is a trained dancer. They were very hungry to learn and have developed amazing muscle tone."

"Of course Jean-Claude has his own training regimen that has given him the discipline to maintain his individual skills," continues Urquidez. "And Andrew Bryniarski (Zangief) is a former Mr. USA who knows exactly how to keep his physique in great condition."

On December 23, Jean-Claude Van Damme leads *Street Fighter* with a hurricane kick from arcade screens to movie screens across the country. Financed wholly by Capcom Co., Ltd., it is the

first-ever feature film to be totally financed by an interactive entertainment company–a sure-fire sign that video games have finally arrived in Hollywood.

The movie is also the first Van Damme film to garner a PG-13 rating. "Finally, here is a movie my younger fans can see," quips Van Damme, "without having to sneak into the theater."

As a avid *Street Fighter* fan himself, de Souza hopes that his movie will live up to every game player's expectations. "If I've done a good job," proffers de Souza, "all the *Street Fighter* fans will see this movie and say, 'Wow! That's exactly how I imagined it.' And those who don't know the characters yet will see a great action picture."

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Entries must be received no later than January 31, 1995. All entries including characters and concepts) become the sole property of GameTek, Inc. when submitted. No entries will be returned. GameTek, Inc. reserves the right to use any entry in whole or part, or to change any entry, in any manner it deems appropriate, without any obligation to the entrant other than to award the prizes described above to the selected winners. Winners will be notified on or about March 1, 1995. A complete list of winners will be furnished to anyone requesting such information in writing, if such request is received on or before March 1, 1995. Entries should be sent to "Brutal, Paws of Fury", GameTek, Inc. 2999 N.E. 191st Street, Suite 500, Aventura, FL 33180.

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THE SEGA MAN OF ALCATRAZ

Imagine walking into one of your favorite restaurants to grab a burger and fries, and while you're there, you enter a video game contest. After winning, of course, you're whisked away by a couple of very big, serious-looking, secret-service types to a stretch limousine which immediately brings you to the airport for a free trip to one of the most scenic cities in the world.

And, oh yeah, you might also be in the running for some serious cash.

Happens every day, right?

You wish!

But that's exactly what happened to gamers at 16 Hard Rock Cafes throughout the United States along with several other, hardcore ring-masters from as far away as Brazil, Europe, Canada and Japan who found themselves in Sega's $25,000 "Sonic & Knuckles" competition on Alcatraz Island in San Francisco.

In what has to be the coolest video game competition of all-time, gamers and local radio, television and press reporters jammed into Hard Rocks for a day of guiding Sega's newest superstar, the red-dreaded echidna, Knuckles, through treacherous zones hunting rings and avoiding Dr. Robotnik's creepy-crawlies.

Fighting jet-lag, lack of sleep and nervous stomachs, the regional winners gathered early Saturday morning in front of their hotel to be loaded into a prison bus and led (in a high-security motorcade) through the City by the Bay to Pier 41 where they were promptly met with MTV cameras.

Exclusively for the event, over 250 gallons of beverages, 100 lbs. of food and six miles of cable and wire were brought to Alcatraz where VJs Bill Bellamy and Daisy Fuentes were on hand to introduce and interview the contestants for an MTV special called Rock the Rock.

As the gamers left the bus with their personal copies of Sonic & Knuckles in briefcases handcuffed to their wrists, they were able to feast their eyes on the vat of cash holding the grand

Why is this man smiling? Chris Tang, 18, leaves the San Francisco Hard Rock Cafe for a waiting limousine. Tang went on to win the $25,000 Grand Prize at Alcatraz Island with 153 rings in the final round.

prize that brought many of them thousands of miles from their homes.

A ferry carried contestants from the pier through the chilly waters and vicious currents that, for years, ensured that no one escaped the eerie Alcatraz Federal Penitentiary.

Once on the island, the competition was fast and furious as rounds of Sonic & Knuckles were held to see who could gather the greatest amount of rings in a three-minute time period.

As the field narrowed, it came down to only two gamers left in the race, and it was off to a special head-to-head game chamber resembling those used to house the electric chairs.

After the three tense, ring-gathering minutes were up, Bostonian Mark Guinane (Blockbuster Nintendo Champion) was bested by Chris Tang of Sunnyvale, CA, who qualified at the San Francisco Hard Rock Cafe–much to the delight of the hometown crowd.

While both of the finalists will receive every Sega product released in the next year, Tang left the island with his wallet a cool 25K heavier–not a bad afternoon's work.

Although the 18-year-old Hawaiian native lists Sega's Phantasy Star as his favorite game, $25,000 is certain to buy Sonic & Knuckles a special place in the newly crowned "World's Most Hardcore Gamer's" heart.

Gamers from across the United States crowded into Hard Rock Cafes to compete for their chance at a $25,000 payday. The San Francisco Hard Rock (above right) turned out to have a home court advantage as it played host to overall winner Chris Tang.

The event was part of a $45-million, worldwide campaign staged to launch Sonic & Knuckles, as well as to formally introduce the game's star and Sonic's distant relative from down under, Knuckles, an Australian anteater with a laid-back, Jamaican 'tude.

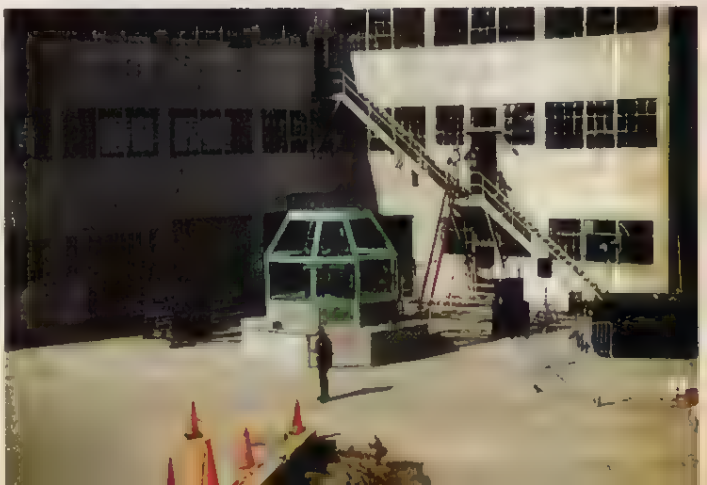
Gamers caught their first glimpse of Knuckles in Sonic 3, but the 15-year-old echidna escaped to the Floating Island, where he watches over the precious Chaos Emeralds he has sworn to protect. In that game, Knuckles was also tricked by Dr. Robotnik into believing Sonic and Tails were evil and out to get his emeralds.

"We realized earlier this summer when Knuckles first disappeared that we'd have to come up with a totally rockin' event in order to lure him back into the game in time for the launch of Sonic & Knuckles," says Sega group director of marketing, Genesis and Game Gear, Diane Fornasier. "The *rock* of Alcatraz, Hard *Rock* Cafes and *rock* giant MTV were the ideal rockin' partners for this international extravaganza."

The game also introduces Sega's Lock-On technology which allows Sonic 2 and 3 to be plugged into the cartridge, making for new adventures in old games.

Sonic may be the fastest character in the Sega Universe, but Knuckles is definitely one of the toughest. Using his red, air-catching dreadlocks, he glides over danger, and using his fists to bust through turf, Knuckles has the unique ability to sink his fingers into solid rock and start climbing. It's this talent which allows him to explore new frontiers where no hedgehog has gone before.

MTV's Daisy Fuentes smiles for *EGM* as she interviews gamers on the ferry ride to Alcatraz. VJ Bill Bellamy was also on hand for MTV's Rock the Rock special



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SPECIAL FEATURE!

EGM INVADES SEGA!

On Oct. 18 and 19 Sega hosted an event called "Gamer's Day." During these two days, all of the major press had the opportunity to play the very latest games at Sega's headquarters in Northern California. In addition, all of Sega's top brass were available for interviews and questions.

When Ed heard that *EGM* was invited, he, Al and Video Cowboy had their bags packed that very night. There was no way they would miss an event like this, especially because it isn't very often that Sega opens its doors to anybody.

The first day was the 32X party that didn't start until 6:00 p.m. Al wanted to see Sega, so off to their offices we went, did a few interviews and got our fill of Star Wars the Arcade Game. (Hey, anytime we can get free play on an arcade machine we'll take it.) Having overstayed our welcome, we retreated back to our hotel to plan our strategy for the evening.

The evening event was a party solely dedicated to the 32X system. The Sega suits gave their intro speeches and we got to see some of the cool TV commercials Sega will be running this fall to kick off the 32X launch. You can see a couple of these ads in our Press Start section in this issue.

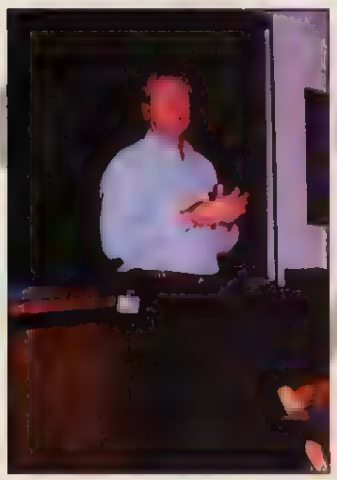
The party was excellent, as expected. There was a lot of great food (check out the great 32X fire-in-ice sculpture), loud music (not good for taping interviews, though) and plenty of time to play the first batch of new software.

The software was the first surprise we discovered. Although there were dozens of machines set up with games running, there was hardly anything that we had not seen before.The only games that we hadn't already covered in *EGM* or *EGM²* were Fred Couple's Golf and Motocross Championship. Doom, Star Wars the arcade, Virtua Racing Deluxe and Cosmic Carnage were present. We hoped to have previewed games like Super Afterburner, Super Space Harrier or most importantly, Midnight Raiders CD. (Midnight Raiders would have allowed us to see if the 32X will really improve the performance of the Sega CD.) However, they weren't available for viewing.

Oh well, that meant that Al had an easy night. He only had to tape (we were the only mag there taping the new games) two games and then he had the rest of the night to party. Ed took the interviews with the heavies—Kalinske, Lindsey and Miller—and the Cowboy got the gossip from the game developers.

All in all, it wasn't a bad event. Fighting with the splinter/alternative magazine press for play time wasn't fun, but fortunately they cleared out after the food was gone. Check out the next few pages for the first preview screens of some of Sega's new 32X titles.

The second day started early. Sega wanted us at their offices around 9:00 a.m., so we would have the longest possible time to play-test the rest of their carts and CDs. Sleepily, we arrived early, ate a few donuts and washed them down with coffee. About 9:15 a.m. it was show time. Just like the night before, the Sega representatives gave their speeches and we got to see a new batch of commercials. Though we tried to ask probing questions, the Sega people were wide awake and skillfully side-stepped all the



questions. In addition to seeing the TV spots, we got to see videotapes of some of the work-in-progress-but-not-quite-ready-to-let-us-play games. Among the most notable were Midnight Raiders 32X CD; Wirehead, Surgical Strike CD, Fahrenheit CD, All-Star Hockey '95 and The Adventures of Batman and Robin.

Midnight Raiders is the first Sega CD game to be enhanced by the 32X which was truly impressive. Forget what you know about the pixilated dingy-type Sega CD graphics—this new 32X technology brings the Sega CD up to VHS quality. We're going to watch this game very closely over the next couple of months! Whoever said that a single-speed drive

couldn't produce quality images better get ready to eat his words. The kung fu photo above is another example of how good the 32X/Sega CD combo is going to be.

After being thoroughly impressed with what Sega was working on, we all adjourned for an outdoor lunch. The fresh air woke us up, and as usual, Sega went all out on the food. We had more time to go one-on-one with the Sega big guns and got lots of news on upcoming Sega projects. But, turnaround was also fair play as Ms. Sonic really kept hyping the new cart. Oh well, I guess what's good for the goose is also good for the gander.

After lunch it was show time. We all moved to another Sega building for the real reason we came to Gamer's Day—game play! Al again manned the tape machine and went around to all the play stations (no pun intended!) getting everything documented for this and future sections. Cowboy had his recorder out and grilled the game developers for his future stories. That didn't last too long, and he naturally gravitated toward the sports games, mainly Sega's NFL '95 cart which he sat at all afternoon. By the way he was talking all the way home about it, it should be the hot product this season! Ed spent the afternoon ranting and raving about Ristar.

Overall, Gamer's Day was an extravagant event. After looking over the next few pages, gamers will agree that Sega is on the right track and should stay number one for quite some time!

EGM GOES ONE-ON-ONE WITH SEGA'S CHIEF–TOM KALINSKE

EGM's Ed Semrad cornered Sega's president Tom Kalinske at Gamer's Day and asked the burning questions about their new hardware.

ED: The 32X seems to have been developed rather quickly? Was it an afterthought?
TK: No. It was done here in the U.S. rather than in Japan. Joe Miller and a team of guys designed it here and it was turned over to the R & D staff of Sega of Japan for the finishing touches. This is the reversal of the way hardware normally gets developed.
ED: Was this because Japan was going to concentrate on the Saturn?
TK: That's right. This system was primarily designed for the consumers in America and Europe.
ED: And Japan?
TK: It will be important to Japan when we introduce the free-standing unit that has a combined Genesis and 32X, and that will be under $200.
ED: Will that be next year?
TK: Sure.
ED: The 32X and the Saturn will be out within a year of each other. Will this cause consumers problems?
TK: No. That phenomenon occurs very often in the consumer electronics industry where there is a high-priced unit and a lower-priced system. I think a lot of people will want what they see on the Saturn but they can't afford it. Then the 32X will get them as close to it as anything available.

"...we will introduce the free-standing unit that has a combined Genesis and 32X ... under $200 ... next year..."

Tom Kalinske, Sega

ED: Will Sega maintain the upward compatibility between the Saturn and 32X?
TK: We are working on the upward compatibility. It is possible, but we don't have it licked yet.
ED: Through a converter like the old Power Base Converter for Master system games?
TK: It is a lot more complex than that
ED: What ever happened to the Virtual Reality (VR) glasses for the Genesis?
TK: We're still working on it It's in the theme parks in Japan but the units cost about $5000. We haven't been able to get the cost down [to $225] and keep the value and experience up there. The unit shown at CES just didn't deliver the VR experience.
ED: Was the Genesis powerful enough?
TK: We struggled with it. I think we can get it out for the right price on the 32X and certainly on the Saturn.
ED: Your R & D projects start out with planet names. The newest one is project Venus ... or the MegaJet.
TK: It's a little different than that. We're not talking about it yet. Wait until CES.
ED: Will it be a portable system?
TK: Yes.
ED: 16-Bit.
TK: [laughs] ... We'll talk after Christmas.
ED: If it is a portable, will it affect Game Gear sales?
TK. Not in our opinion. Not negatively.
ED: What about any new Sonic games?
TK: Sonic's not done by any means. There will be other Sonic products out. We have Sonic projects under way.
ED: We heard that you have created some of the names of your products. What was the latest?
TK: Knuckles. I was talking to some of the guys on the project, and it sounded right.

SPECIAL FEATURE!

Sega's newest hero

Ristar

It was an incredible day at Sonic's Inner Sanctum, Sega's Redwood City, the site of Gamer's Day.

Members of the mainstream gaming media were on hand to view Batman the Animated series and all of the upcoming Genesis, Sega CD, Sega 32X and Game Gear titles.

There was a lot of eye candy and the programmers were on hand to answer questions on each game.

Sonic and Knuckles is one hot game. Eternal Champions excited the media, and a preview of upcoming Sega commercials had everyone falling out their chairs laughing.

One game was the star of the show with a new character with star potential that may even rival Sonic himself.

His name is Ristar, and he's a shining star on Sega's gaming horizon.

He's a cute hero, destined to be the star of a new 16-Meg, 14-level game on the Genesis and a 4-Meg, 14-level game on the Game Gear.

In the game, you use Ristar's arms to swing from place to place, headbutting your way through the game.

Blasting the bad guys with a good, old-fashioned headbutt. It's very colorful, and the game has a style very similar to many Sonic games.

It's a great game with lots of potential for Sega.

For now, Ristar is coming out on the Genesis in February.

Ristar is one of Sega's rising stars, and we could see a Ristar cartoon and several other licensed Ristar products in the future.

We talked with Sega's ace marketing team, Lisa Best, marketing assistant and Terry Tang, communications.

What exactly is Ristar and where does he come from? Give some detail on his background.

Ristar is a teenage shooting star from another galaxy, and his father is a superhero who has been kidnapped by the space pirate, Greedy. In the meantime, Greedy is trying to take over the solar system because he wants to get his space army on all the planets.

From what we gather, Ristar seems to be geared toward a younger video gaming crowd. Does this mean the game won't appeal to veteran players?

No, it doesn't mean that at all because it's actually a very challenging game. What we like about this game is that it's got elements for everybody. We think that anyone between the ages of nine and 17 will like this game. We focus-tested it with all those age groups, and everybody said it was very challenging and that they would enjoy picking it up and playing it again and not just trying it and putting it down. The kids can pick it up easily and engage themselves into play and then the older or more seasoned gamer can

takes on solar system scum!

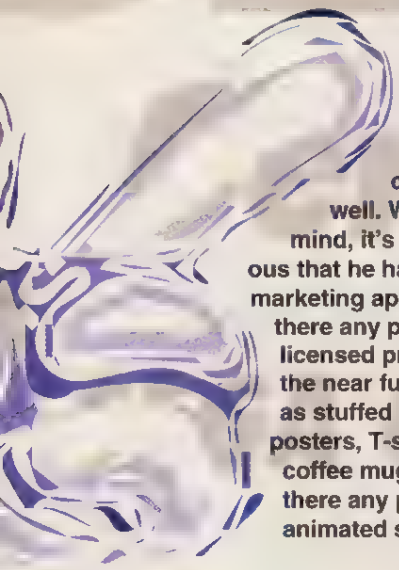
go through and find extra hidden challenges. There are also two difficulty levels.

Ristar is a fantastic game, and its appearance is similar to the Sonic games. Were there any Sonic influences, and did the Sonic programming team play a hand in its design?

No, it wasn't designed by the same development team.

Is Ristar an original Sega character, or is he based on a Japanese anime (animated) series?

He is a new, original character from Sega and another member of the family.



Ristar is a very cute character and has some charm as well. With that in mind, it's pretty obvious that he has mass-marketing appeal. Are there any plans for any licensed products in the near future such as stuffed dolls, posters, T-shirts and coffee mugs? Are there any plans for an animated series?

At this point, anything goes. Your readers are in control of his fate. We're just going to bring it out and see what happens.

There are some video gamers who are getting tired of Sonic and feel he is on the way down. Was Ristar created to be Sega's next big character?

Well, you can never replace Sonic. But, yes, we would like him to be the next big character to appeal to that same audience level, which is the whole mass appeal.

Including planning, how long did it take to develop Ristar?

It's been in development since last year.

What is it about Ristar you feel will make it successful?

The mass appeal, the non-violent nature of the character. He definitely has his little fighting elements, but it's nothing violent that parents are going to turn away from. He grabs with his arms and headbutts his enemies, which kids nowadays still think is pretty cool. We focus-tested it and it doesn't need the violence to be fun, and that's what we're looking forward to with this game.

Assuming Ristar becomes a big hit, does Sega have any plans for any sequels?

Yes, if everything goes well, we would love to do another one.

How about the 32X and Saturn platforms?

Once again, your readers would have a major impact in deciding future platform games for Ristar.

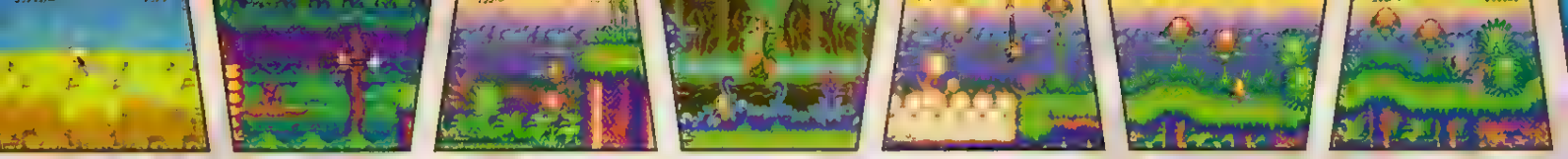
Because Tails and Knuckles were created to be Sonic's sidekicks and both the Sonic games and Ristar have similar play mechanics, will we see Ristar in a future game with Sonic?

Well, we'd have to bring Sonic into space, but send us your game concept.

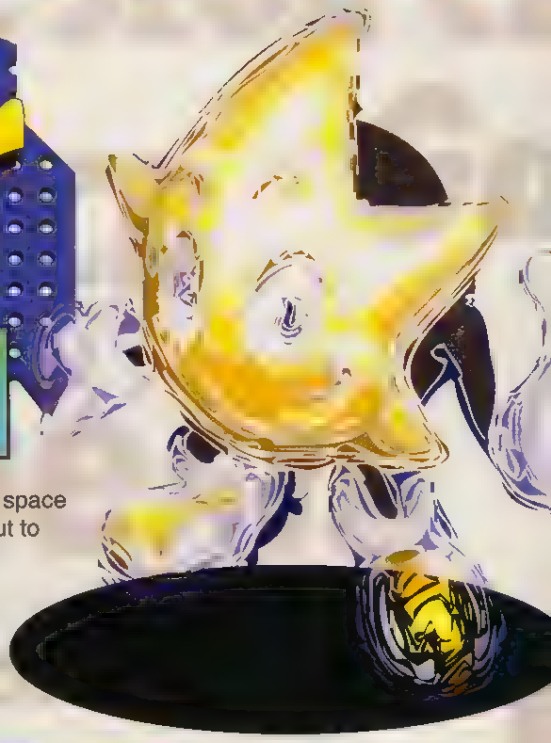
Any final words for the *EGM* readers who are probably itching to play Ristar now?

We hope this appeals to everyone and we hope that everybody has a good time with it and finds their own fun game play within this multifaceted game.

This screen shot shows Sega's newest hero, Ristar, reaching out and grabbing one of the various enemies, setting him up for one of his knockout headbutts. Ouch! That's gotta hurt!



Ristar

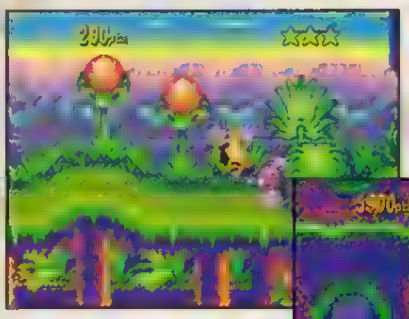


There's a new hero in town ... er ... space, and he's ready to kick some space pirate butt. His name is Ristar, a shooting star from a distant galaxy out to save the world from the evil villain, Greedy. Guide this totally rad star through 14 stages across the solar system and bring peace to the people.

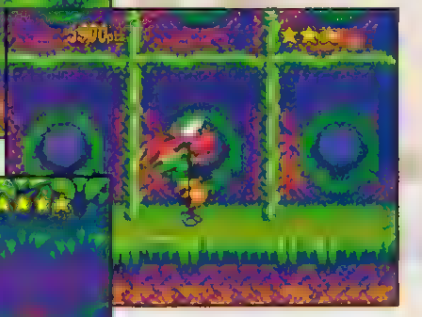
Ristar is different from many other action platform games because he uses a totally cool headbutt technique. When he gets a hold of an enemy, they go away with a headache they won't forget. He's also one cute hero. Let's hope we get to see more of Ristar in future games!

ROUND 1 PLANET FLORA

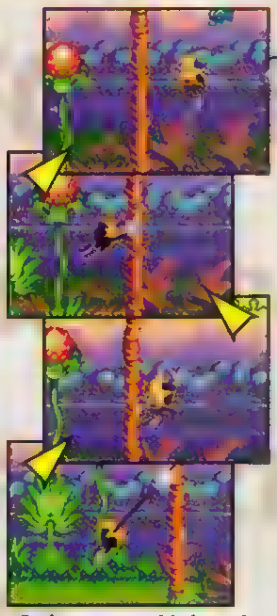
The first level consists mainly of lush, green landscapes. Many of the various enemies look much like mutated animals, such as chickens and rabbits. The mid-Boss is a giant snake that winds through a set of holes. The second part of the level has more areas to discover.



Walk slowly when you see this bush. There is a small creature hiding within that will come out and surprise you!



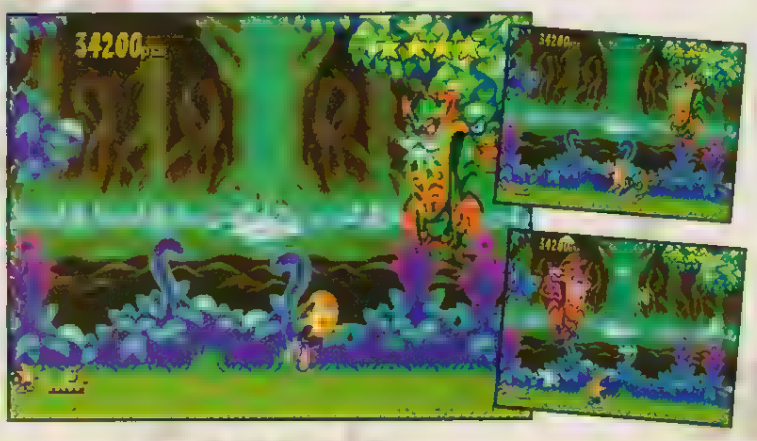
Have Ristar use his powerful headbutt against several poles to knock them down, creating a bridge.



Swing upward left and right on the same pole.

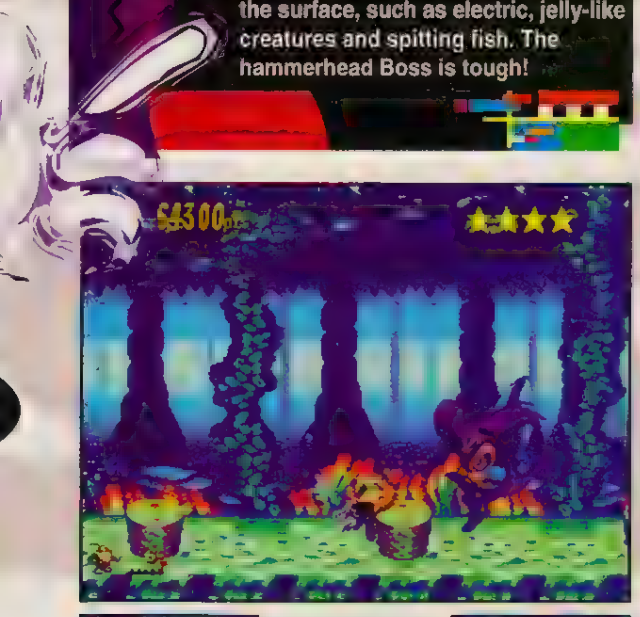
BOSS 1

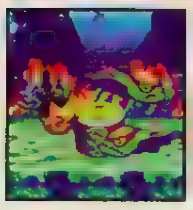
This levitating Boss has several ways to attack. Just make sure you avoid the paralyzing leaves. While doing this, grab and headbutt his body three times to knock his partner off his back. Headbutt his partner when he is helpless on the ground. Do all this three times.



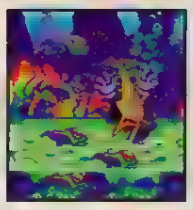
ROUND 2 PLANET UNDERTOW

On to the waterworld. Yes, this level, as many of you have guessed, brings Ristar's adventures under the sea. There are many dangers swimming below the surface, such as electric, jelly-like creatures and spitting fish. The hammerhead Boss is tough!





Hammerhead attacks from way out in the background or up close. He also has henchmen.



2-1

Somebody get this guy a flashlight! It's dark below!

2-2

OUCH! That smarts!

Although he is a pretty tough character for a cute guy, Ristar can still be hurt when all of his health has diminished.

BONUS GAMES

Build momentum and swing upward to grab the treasure above.

Swing upward and sideways in order to obtain the treasure.

SPECIAL FEATURE!

32X

MOTOCROSS championship

Motocross Championship is coming for the 32X and racing has never been this X-citing! Motocross Championship features 12 whip-lashing tracks, each set with a spine-jarring terrain and a choice of three different classes of motorcycles that when combined with your skill and reflexes, will leave your opponents trailing in the dust. Race across double and triple jumps and against 20 fierce competitors. This is a racing game that is sure to catch and keep the interest of die-hard motorcycle fans for a long time. The game will also appeal to those gamers who enjoy the challenge that this game gives and who enjoy going head-to-head with a friend for some really cool, one-on-one action.

Choose from 12 tracks and from three different classes of motorcycles. Rev it up and go for it!

SPECIAL FEATURE!

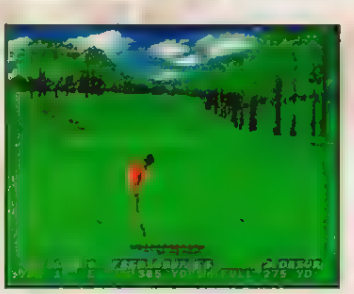
32X

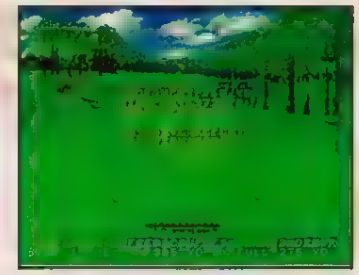
Golf Magazine presents 36 Holes Starring Fred Couples

Sega sports and *Golf Magazine* have linked together 36 famous golf holes. This game features superb 32X graphics which bring the country's most spectacular golf courses to life with vivid details and color. Join Fred Couples at Doral, Firestone, Bay Hill or Harbor Town and X-perience the ultimate golfing action.

This game brings one of America's most loved and played games to your home on the 32X. Golfing enthusiasts now can play some of the country's most famous and favorite holes without ever leaving their living rooms! Those of us who are not so good at the game now get to take on the masters and meet them on equal terms!

You can choose what kind of game to play, who to play against and how many holes to play.

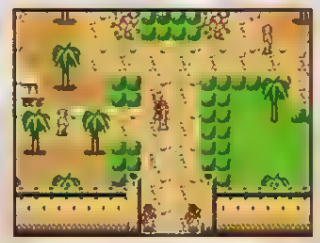




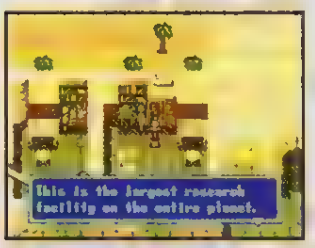
SPECIAL FEATURE!

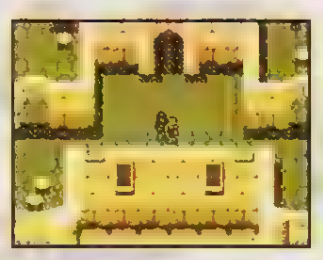
PHANTASY STAR IV

GENESIS

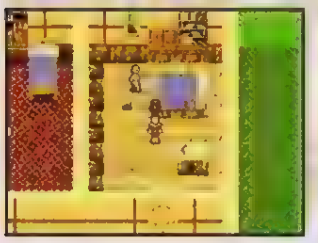


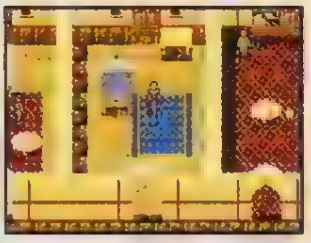
The most involving, interactive adventure continues in the final chapter of this popular role-playing game. Once again, horrifying bio-monsters have cursed the Motavian landscape. It's up to you to discover the dreaded "Dark Force" behind them. You'll need all of your skills and a little bit of luck to defeat the evil that awaits and return lasting peace to the Algol star system. All-new combat features include combination spells for devastating attacks, new combat vehicles and monsters that can morph during combat for greater challenges. The animations for the new spells and creatures have to be seen to be believed! The menu-driven game play remains intact from the previous versions, making all aspects of the game accessible and facilitating ease of use. The game is often interrupted for a movie-like rendering of part of the story line, which really adds a nice touch! Genesis owners who play RPGs know that the series is one of the best ever. Phantasy Star IV brings the excitement of the first three back as you kill grotesque creatures and explore uncharted territories. The game is pretty difficult but that also keeps with the tradition of the series. Phantasy Star I is known to be one of the hardest RPGs out there, even by today's standard. In PS4, there are tons of new towns for you to go through, find out info and buy all the strongest weapons and armor. You will find while playing that money and items are not come upon easily. You will spend plenty of time earning gold just so you can buy herbs to heal yourself when you are far away from a town and weapons so you can do a little more damage to the enemies. This game definitely has the capabilities to be one of the best RPGs around. Look to *EGM* and *EGM²* for more on this spectacular game!

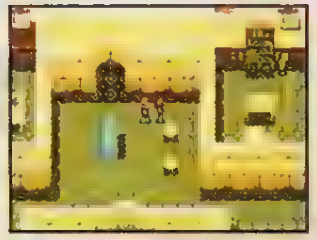




There are lots of beautiful and informative cinemas like this one that make the game that much more fun.





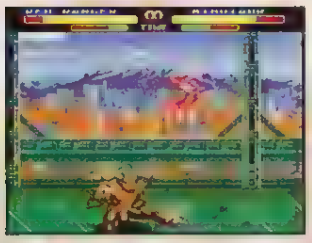


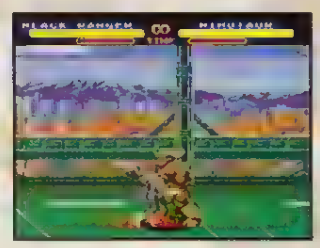
Power Rangers

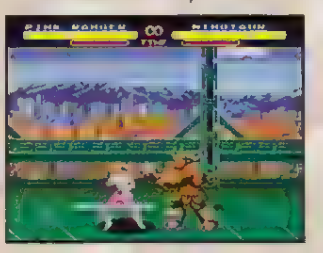
SPECIAL FEATURE!

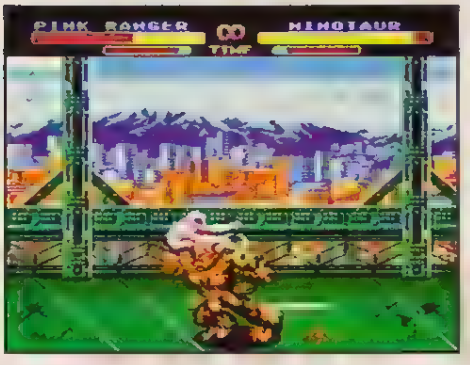
GENESIS

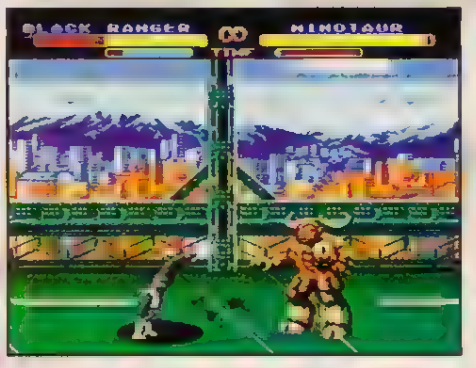
All kids love the Mighty Morphin Power Rangers. Here we have a group of five teenagers who are needed to fight against evil forces. This doesn't sound like a very original story line, but it has caught on among the younger generation. These five teenagers fight the rubber monsters that are more commonly known in Japan. These rangers can call forth their powers and unite to create an extremely powerful machine called Megazord. This can help them out of some really bad situations. This game is set up like a fighting game but with a pretty detailed story line. Play as any one of the five rangers and learn each one's special moves and combos for use on any evil that you might come across. You will even suit up as the awesome Megazord to do battle with some of the creatures you meet. Fans of the series will definitely love this game, and it's available on all three platforms.

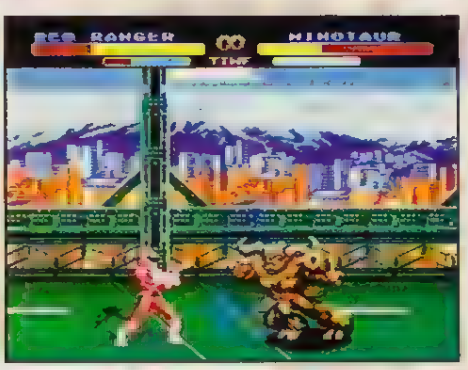


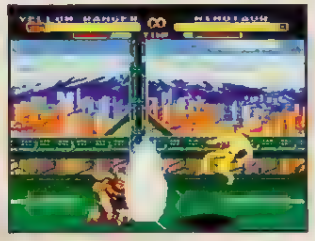


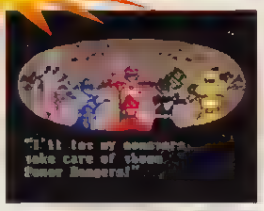




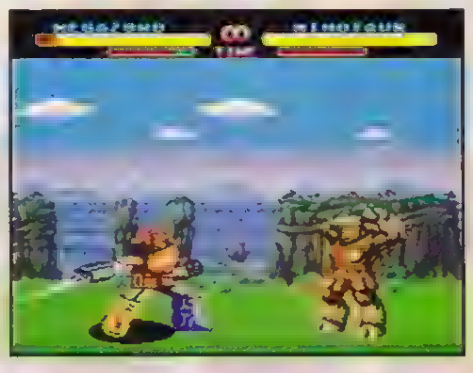


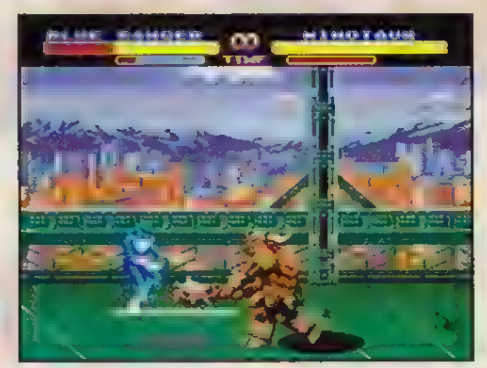


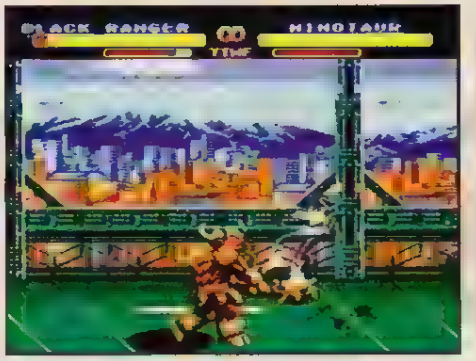


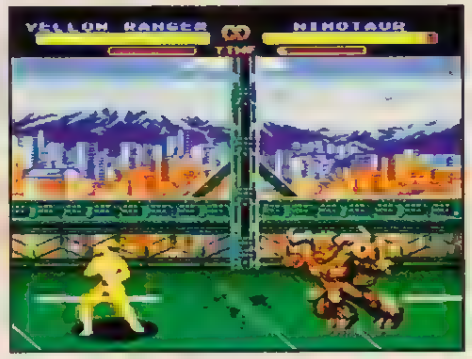


There are lots of cool cinemas to watch while playing the game. They are very detailed as seen here.





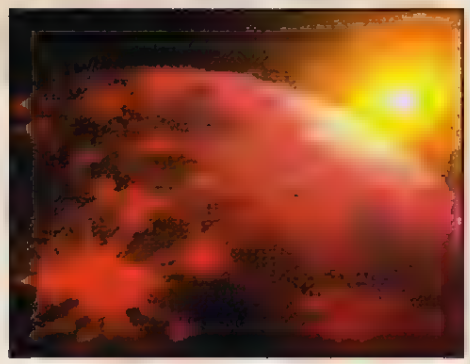


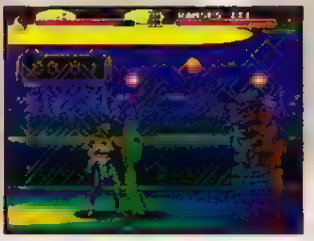


SPECIAL FEATURE!

Eternal Champions CD

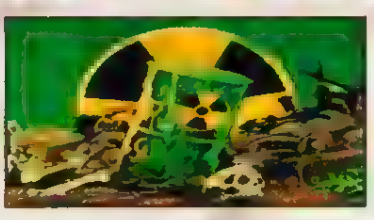
May the best man, woman or beast win! Unleash the power of 13 of the greatest fighters in history with jaw-shattering realism in this action-packed fighting game. Incredible new features include four new characters and hidden characters, each with his or her own martial arts fighting styles. Sega CD realism and new 3-D rendered graphics make Eternal Champions the ultimate fighting game. Eternal Champions will be available on Sega CD in December at a suggested retail price of $59.99.

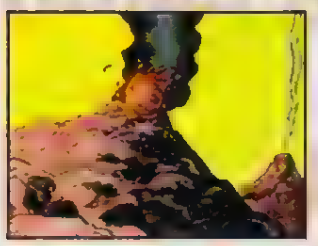


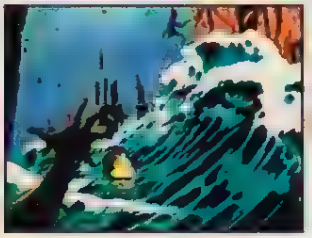


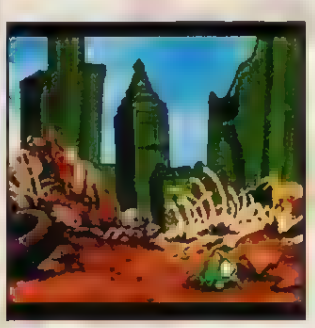
Cadillacs and Dinosaurs

Welcome to the Xenozoic Age, a world 600 years in the future, where dinosaurs of the past co-exist with men and women of the future in a desperate struggle for survival. Power your '53 Cadillac through 10 post-apocalyptic levels of danger as Jack "Cadillac" Tenrec and Hannah Dundee race through treacherous jungles full of poachers, predators and unnatural hazards, to stop the Second Cataclysm and restore the planet's natural balance. Based on the enormously popular graphic novels of Mark Schultz, Cadillacs and Dinosaurs takes players into a unique "2 1/2-D" environment with the look and feel of a graphic novel brought to life coming from Rocket Science.









Sure we offer a variety of more things BUT, it doesn't matter cuz you're still gonna get your

BUTT KICKED!

FATAL FURY SPECIAL

JVC SEGA CD SNK NR Not Rated SEGA

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

SPECIAL FEATURE!

NFL 95

GENESIS

It's time to kick off with what could be the best football game of the year.

Sega Sports has gotten off of the ball quickly and some key features they've added to their latest entry onto the gaming gridiron have helped them score big with this one.

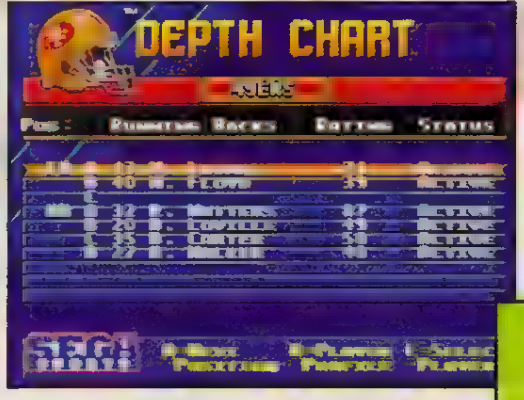
You can dive for a ball, accelerate away from opposing tacklers or spin out of a pile.

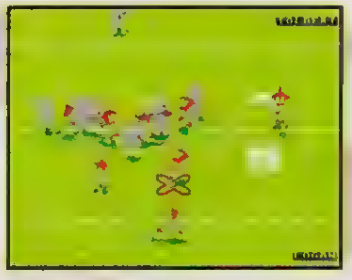
If you enjoy fast-action football games, then you'll want to give this one a try. All of your favorite NFL teams, complete with actual player rosters are here.

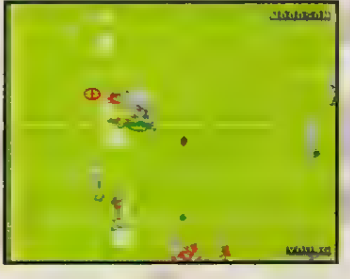
There aren't any passing windows and the only area that could have been improved the way that the kicking game was structured. The user interface is easy to manage and the bigger player animations have created a real football lover's dream game.

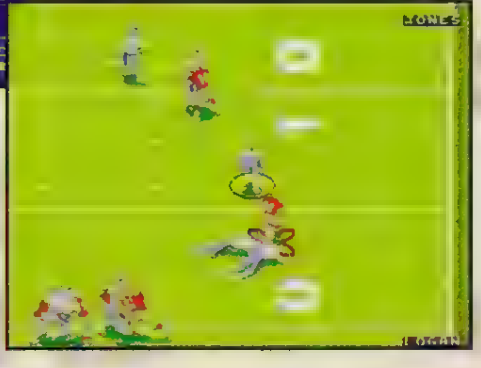
Turn on the juice and get away from opposing tacklers by pressing the C button for an easy way out of trouble.

All of the rules have been added, along with kick offs from the 30-yard line and two-point conversions. Each of the teams also has a depth chart for each position.







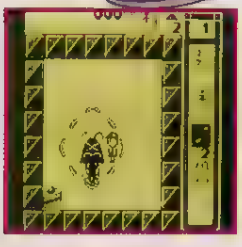


After you make a good hit, you can trash talk with members of the opposing team. You have to put up or shut up as the other team will let you have it in a big, trash talking way if they make a hit on you. This game rules, and was a hit at Sega's Gamer's Day.

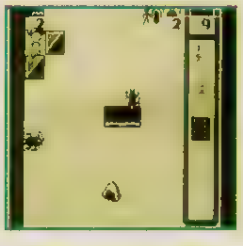
SEGA SPORTS

Finally, A Game With the Right Kind of Bugs!

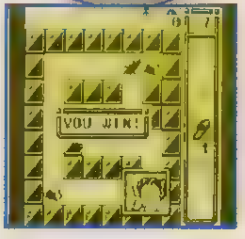
STOP THAT ROACH



Smash 'em with a slipper



Set a trap roaches can't escape from



Victory is sweet!

There's always a chance a video game will make it to market with bugs. In Koei's newest Game Boy title — **Stop That Roach** — we're making sure our game has lots of bugs (roaches, that is). As either Ken or Lilly, it's your job to battle those nasty critters that have invaded your kitchen and are eating all your snacks.

Pick up the nearest household item, be it a broom or bedroom slipper and smash the bugs flat. But watch out, these roaches have a serious attitude and aren't afraid to fight back! Once you have corralled a group of roaches, lure them into a trap or eliminate them using bug spray. In all, the roaches have 100 different strategies for getting past you and at the food. What are you waiting for? Arm yourself and enter the kitchen swinging. We guarantee you'll find bugs!

- **100 challenging puzzles to solve**
- **Battle roaches as either Ken or Lilly**
- **Draw from an arsenal of items including a broom, bedroom slipper and roach trap to combat these pesky bugs**
- **Beware of roaches that bite**
- **Password option allows you to play puzzles you've already solved**
- **Get helpful hints to plan your next move**

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

Available for Game Boy.

KOEI games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at 415/ 348-0500 (9AM to 5PM PST). Online support offered on CompuServe GO VIDPUB, Sect 4

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GAME BOY™

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SPECIAL FEATURE!

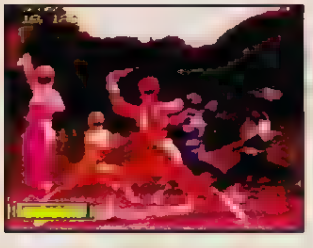
MIDNIGHT RAIDERS

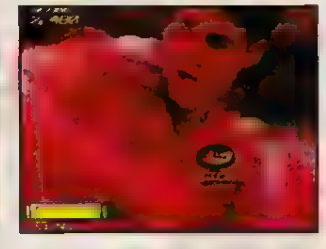
Midnight Raiders for the Sega CD system is a combination of land and air combat. Take to the night sky as the heroic pilot of the lethal AH-64 Apache attack helicopter in this aerial-combat, action-adventure, fighting game! Watch out for snipers and booby-trapped buildings while searching for enemy headquarters to rescue a kidnapped government official. The full-motion video in this game is totally cool and the action is non-stop! This is great for anyone who has always wanted to sit behind the controls of the awesome Apache!

The Mighty Morphin Power Rangers are coming straight from the hit TV show to the Sega CD system. This new game is based on actual footage from nine episodes of the hit show. Rita Repulsa, the sinister sorceress is up to her usual dirty tricks and only the Power Rangers can stand against her. Kick, punch and move with all of your favorite Power Rangers. This game is great for all of the fans of the show, who will finally be able to play as their favorite Ranger. As the Rangers get into trouble you have to hit the right button and directional combinations to save them.

MIGHTY MORPHIN POWER RANGERS

Rita has got the Rangers in her sights and is going to send trouble their way.





Fuzzy Blue Rats
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves

PAC-MAN CAN

There's tons of killer stuff Pac-Man can do that others can't. He can thrash on his skateboard, shred clouds with his glider, even "SHAZAMM!" himself into Super Pac-Man.

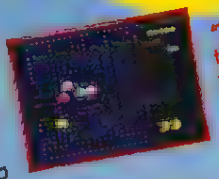
"Hey, I've got places to go, people to see—I won't wait while you decide what button to press!"

Unlike one-ply characters, Pac-Man performs all his own stunts—this dude can freestyle with the best of them!

"When I'm this high up, the last thing I need is one more ghastly ghost."

But sometimes he needs a reality check. So it's your duty to hang with Pac-Man through all his adventures.

After all, you wouldn't want Pac-Man to get crushed like some spandex-sportin' street thug.



"You can even play the game that made me the world's first video game super hero! (I don't have a big head, do I?)"

Get Pac-Man 2: Where every game is an adventure.

PAC-MAN 2
THE NEW ADVENTURES™

GENESIS

namco
The Game Creator

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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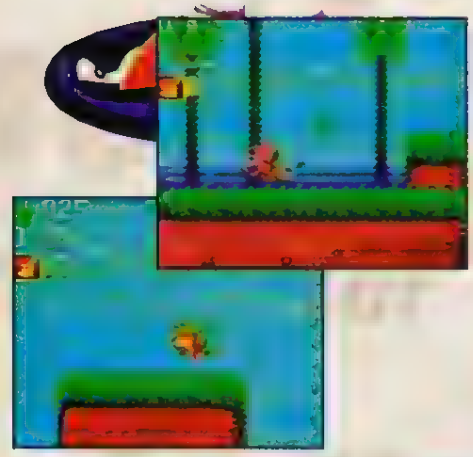
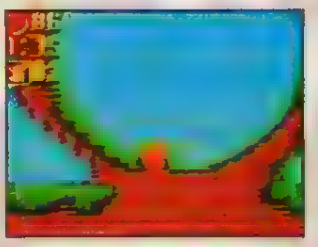
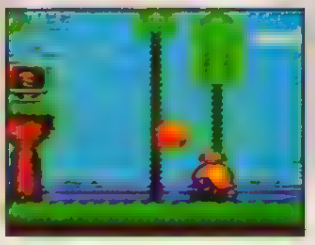
SPECIAL FEATURE!

SONIC Triple Trouble

Sonic is back with his favorite sidekick, Tails, in this new Game Gear title, Sonic the Hedgehog, Triple Trouble. Sonic and Tails are off again to collect Magic Chaos emeralds before the evil Dr. Robotnik can collect them to power the ultimate superweapon, the Atomizer. They must also battle Knuckles (who has been tricked into thinking Sonic and Tails are the bad guys) and a new character, the pesky bounty hunter, Nack the Weasel, in this action-packed adventure. You can play as either Sonic or Tails in the game that features six zones, five subzones (with an amazing 3-D Bonus Round) and an all-new jet board to zip across snow and water.



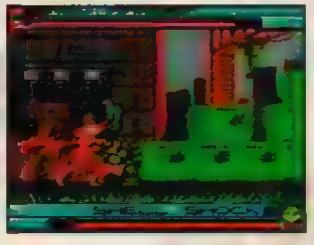




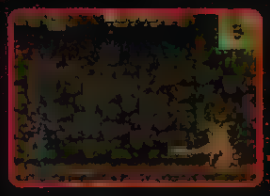
The Earth is in danger and you are the only one who can save it.

The Mighty Morphin Power Rangers are as ready as they will ever be, so pick a Ranger and help them defeat the forces of evil.

The Mighty Morphin Power Rangers are coming to your Game Gear! Now the awesome Power Rangers are in an adventure that you are in total control of and that you can take anywhere! The Earth is in great danger and the only ones who can save the planet are the Mighty Morphin Power Rangers. All of the Rangers are here and they are ready to defeat the forces of evil, but they need your help. So play as your favorite Ranger or even your favorite bad guy!

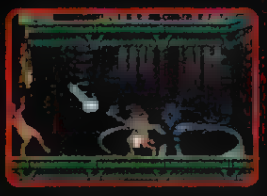


Choose to play as one of the Rangers or as one of the bad guys.

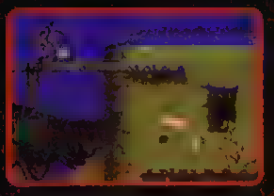


BATTLE RA'S MORPHING HENCHMEN!

DESERT DOGFIGHT IN A STOLEN GLIDER!



O'NEIL HEATS UP THE PALACE GUARDS!



FIREFIGHT IN THE STREETS OF NAGADA!

SUPER NINTENDO GENESIS GAME GEAR GAME BOY Acclaim entertainment inc.

Call 1-800-771-3772 for information on Game Ratings

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SPECIAL FEATURE!

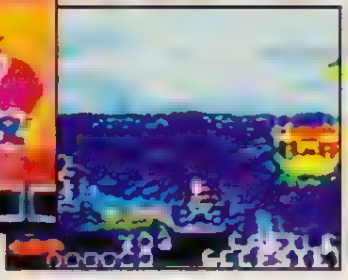
LEGEND OF ILLUSION

GAME GEAR

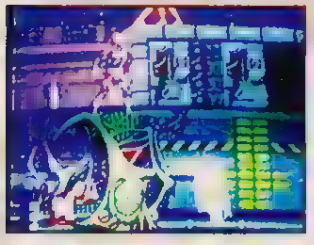
Starring Mickey Mouse

Mickey is back for his third and last adventure in the Illusion trilogy. This time, he finds himself in a dimension of danger where, as temporary king, he races to save the Tree of Life and free his kingdom from the Dark Shadow being cast over the land. Join Donald Duck, Goofy and others in enthralling action that will have you battling weasel bandits, wild fish, cave-creatures and sand sharks. Solve mind-wracking riddles, discover hidden powers and meet wise magicians in the captivating tradition of Disney. This title is for the Game Gear, and should be available in January of 1995.

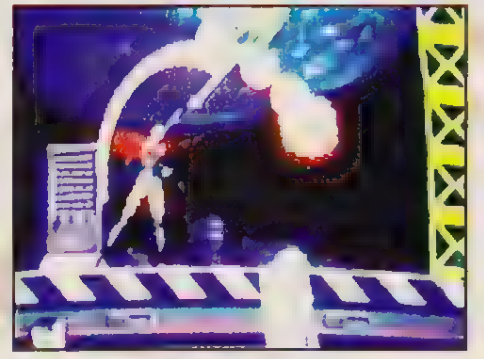
Mickey encounters a lot of obstacles in his new adventure. Try not to fall in the barrel!



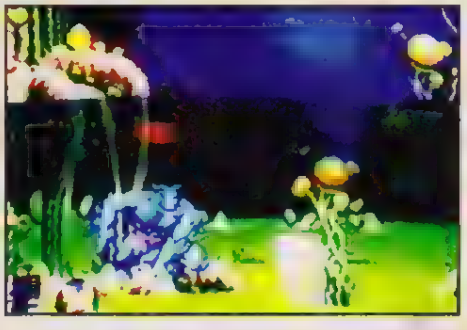
XMEN THE CLONE WARS



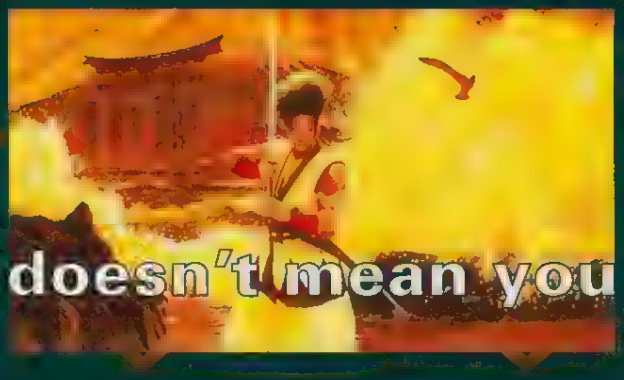
X-Men fans rejoice! X-Men 2: The Clone Wars is here and it looks great! You can play as Cyclops, Nightstalker and other X-Men greats in their latest adventure. The graphics look crisp, and the play is fluid. Each superhero has his/her own special abilities, from Cyclops' Ruby Laser, to Nightmare's Teleport. X-Men 2 is similar to X-Men, except with redrawn graphics, larger characters, and more special abilities!



The characters have been redrawn with even greater detail than in the first X-Men. Awesome!



A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.

SAMURAI SHODOWN™

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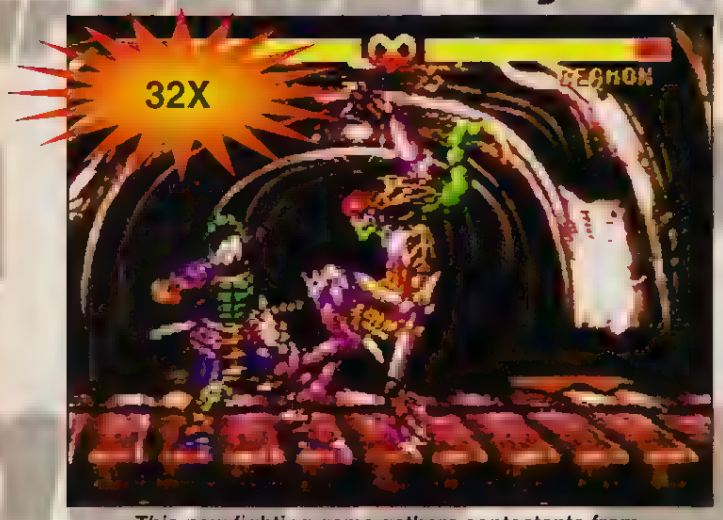
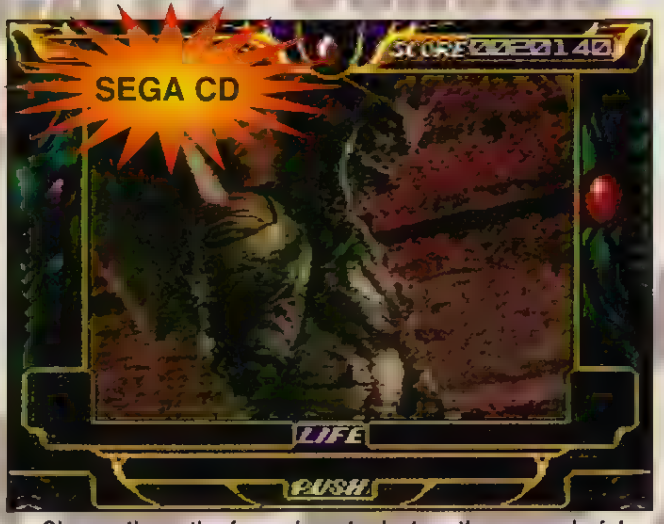
Cosmic Carnage



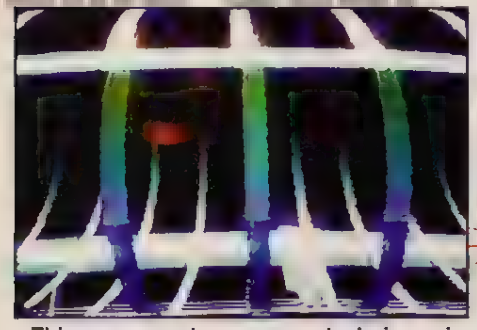
This new fighting game gathers contestants from around the cosmos in a bloodthirsty battle.

Masked Rider



Choose the path of your hero to destroy those wonderful rubber-suited monsters from Japan that we all love!

The Adventures of Batman and Robin

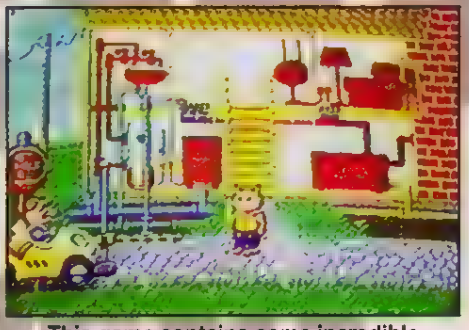


This game sports some new techniques in animation to make a realistic-looking scroll.

Wirehead

Control all aspects of play in Sega's first completely interactive game.

Busytown

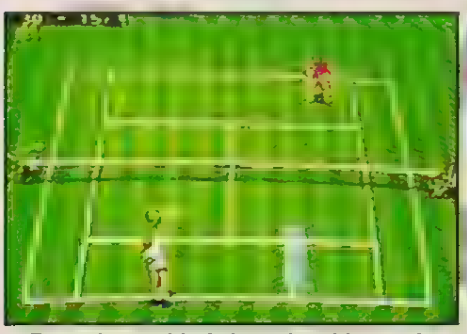


This game contains some incredible characters and lets imaginations flourish.

NHL All-Star Hockey '95

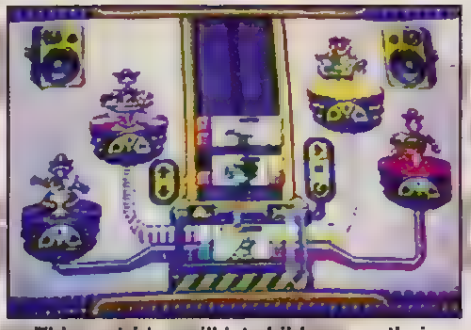
Be sure to check out Sega Sports' first hockey game. This game will feature all 26 NHL teams and of course all 650 NHL players! Over 1,000 frames of animation have been provided for this hit. With features such as actual fights between players, automatic or manually controlled goalies and Marv Albert (voice of the New York Rangers) providing a color commentary, this should definitely be a hard-hitter.

ATP Tour Championship Tennis



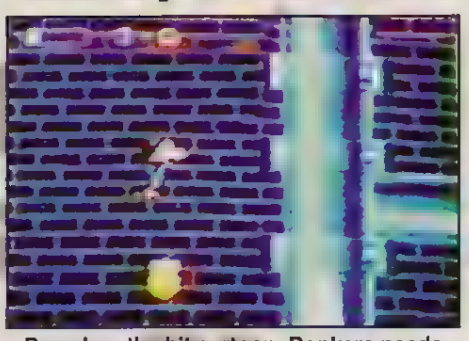
Enter the world of championship tennis and play against some of the world's best.

Wacky Worlds



This cartridge will let children use their imaginations to design their own world!

Disney's Bonkers



Based on the hit cartoon, Bonkers needs your help to beat some serious bad guys.

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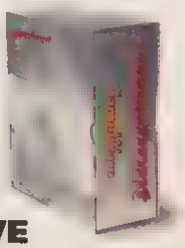

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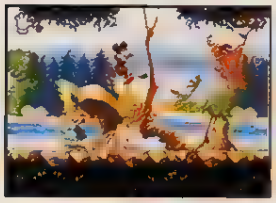
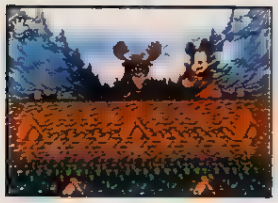
Maneuver through skull-flinging skeletons, razor-sharp buzz saws, falling cleavers, and a batallion of bats in the Mad Doctor's Laboratory. Look out for red-hot fire pits and acid pools waiting to singe your shorts!

Beat Pete in primitive black and white, save Steamboat Willie, and bring Mickey back into technicolor. And watch out for Pete's deadly flying spit!



Follow your trusty guide dog Pluto if you want to survive the mortal moose hunt...



...Or there'll be nothing left but a mound of moose-mangled Mickey Mouse meat.

Talk about up the creek without a paddle! The house is flooding, your weapons are useless, and your only hope is jumping between buoyant barrels. No sweat -- except you're being chased by ghosts in speedboats!

"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."

-Game Players

"The animation in this game is so incredible, it has to be seen to be believed!"

-Electronic Gaming Monthly

MICKEY MANIA

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"This game is fantastic!"
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NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR -- ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEAMING YOU WITH BOILING ACID... TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!

A "Masterpiece...the game has no flaws... the control is perfect."
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THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT -- WARMONGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 73 LEVELS IN ALL

"Top notch animation... perfect!"
-Electronic Games

THIS IS IT. THE FINAL SHOWDOWN WITH PETE. AND YOU'RE PACKING ...MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!!

.....IT'S BEGUN.

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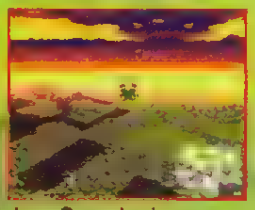
SPECIAL FEATURE!

FINAL FANTASY III



The only thing you need worry about is Doom Gaze when flying. Once he is gone, the air is your kingdom.

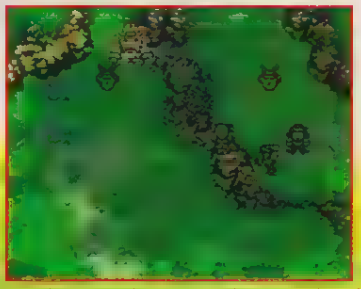
Here it is ... Part 2 of our mega, blow-out strategy guide on this RPG to top all other RPGs. We've set aside six more pages on this game and included a detailed flowchart and a map that coincides with the flowchart making it so easy that even Forest Gurk can understand it. Altogether that makes 12 pages of information on this unequitable game you'll only find in *EGM* and *EGM²*. Enjoy this spectacular game and write to tell us if you like it as much as we do.

Final Fantasy III TV Commercial!

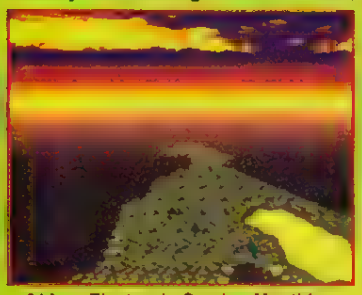
Okay kids show me whatcha got. Yeah, right. Next! Yes! Next! OOOOHH Scary. Next! Next! Next! This is one of the funniest commercials I've seen in a long time. It also looks really cool. If you haven't seen it yet, I can only say to watch a little more TV.

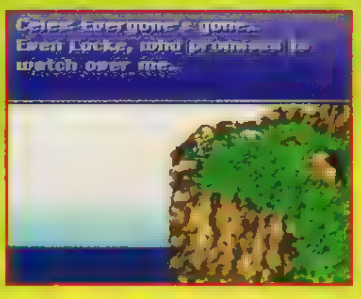
Uh oh! What have you done now? These people don't seem to be too happy with you. Whatever you found must be valuable if it is being protected by so many. My suggestion is that you equip the item on someone before this screen so that you can use it in a bad situation.

The World Has Gone to Hell in a Handbasket!



The world as you knew it was changed forever that day. Thousands of lives were lost and the face of the planet would never be the same again. The world no longer blooms with life, but drags with death and misery. Something must be done, for no one should have to endure such tragedies.





(For World of Ruin only! If you missed Part 1, look for it in *EGM²* #5!)

The number in brackets refers to the location on the world map. You will understand the hints we've given you as you play the game. We certainly don't want to ruin your enjoyment of this incredible game by giving away the entire plot.

1 The Solitary Island (1)

There are two patterns. You can let Cid die, or you can save him. To see both patterns, go outside and save the game. Next, go catch the fish. If you want Cid to survive, catch only the fastest-moving fish and feed it to him. (You need to do this several times—be patient.) You can kill him quickly by feeding him the slow-moving fish, at which point you'll get to see a shocking event.

2 Albrook (2)

3 Tzen (3)

You don't have to help Sabin. If you don't, he simply won't join you.

4 Mobliz (4)

5 Nikeah (5)

6 South Figaro (6)

7 Cave of Figaro (7)

Skip over the turtle.

8 Figaro Castle (8)

9 Kohlingen (9)

10 Darill's Tomb (10)

After this, you can skip all other events and go straight to Kefka's Tower (26) without even meeting up with the rest of the party. But that's really tough to do. So the remainder of this guide describes how to meet up with the rest of your friends. We've also listed the side events that add to the enjoyment of the game. We promise, we'll be as vague as possible.

Collecting other Characters

Cyan:

Go to Maranda (11). Speak with Lola. "Talk" to a carrier pigeon and watch where it goes. Go to that town. Obtain Rust-Rid from the only truthful person and open the door that has been rusted shut in the same town. After Cyan joins you, go back to where you found him and

Final Fantasy III Flowchart & Map part 2 of 2

look for the key that opens the treasure box in his room.

Terra:

Just go back to Mobliz (4)

Gau and Shadow (or Relm):

Go to the Cave in the Veldt (13). Talk to the guys in the cave and listen to their advice. In the same cave you'll find shadow if you didn't desert him at the Floating Island. If you did, Shadow is gone forever. Instead you'll find Relm. Shadow will disappear once he recovers. To get him back for good, obtain Striker (the sword) and bet it at the Colosseum (15).

Relm and Strago:

If you deserted Shadow at the Floating Island, you'll find Relm at the Cave in the Veldt (13). After she returns to Thamasa (14), she'll disappear. You can find her in Jidoor (16). Go to Owzer's house in the town and check out his lovely paintings. After Relm joins the party, go to the Fanatics' Tower (21).

Mog and Umaro:

Go to Narshe (18), enter the mine and find the Moogle's village. There you'll find Mog. Search the spot where Mog was standing for a helpful item. Now, make sure Mog is in your party and go to the far north end of town and fight the esper in the block of ice. Jump off the cliff where the esper was and check the hidden part of the mine. Check the weird bone sculpture and remove the esper stone.

Locke:

Go to Phoenix Cave (17).

Gogo:

Go to Triangle Island (19). Deliberately get swallowed by the worm.

Side Events and Other Notes

None of the following events are important to the overall story, but check them out if you want to get full enjoyment out of the story. We've also included some tips that we thought were essential.

Fanatic's Tower (20)

You can only cast spells here. The best thing to do is equip everyone with the Wall Relics to prevent enemy spells from hurting you. You can cast spells on enemies safely by casting spells on members of your own party and reflecting the spell at the enemy. When you start running low on MP, cast Osmose to steal an enemy's MP. Don't bother coming in here unless you have learned the Life Three spell (which can only be learned from the Phoenix esper stone) because you *must* apply it to everyone in the party for the showdown with Boss.

Doom Gaze

This is the only monster you'll encounter while flying. Make sure you defeat him.

Ancient Castle

Go to Castle Figaro (8) and make it move to or from Kohlingen. It will get stuck somewhere while submerged. Stop the castle and check out the situation by exiting the castle from the dungeon room. After you find the castle and complete the event, return to Figaro Castle, go to its library and speak with the researchers who tell you something important about the Ancient Castle. Return to the Ancient Castle's throne room, follow the instructions given to you by the researchers. A secret stairway will open in the room to the right of the throne room. Check the Statue!

Some Hard-to-Find Esper Stones

Go back to the Solitary Island (1) for one. A shopkeeper in Narshe has one. When asked if you want him to make a sword out of it, say NO! That stone teaches you the most powerful spell in the game. The others are pretty easy to find. Your list of stones will never be fully filled.

Gau's Past

Take Sabin and Gau to the shack located on the map between Triangle Island (19) and Duncan's House (22).

The Eight Dragons

Most of these you'll run into if you do all the events. Just be sure to drop into the Opera House (25).

Economizer

The rarest of all treasures, this item reduces MP usage for every spell to just one point. You can steal it from the giant bird monster that randomly appears in the Phoenix Cave (17). (You'll have to return here with Locke.) Or you can go to the forest to the west of the Triangle Island (19) and northeast of Doma Castle (21) and try to steal it off the incredibly tough monster that looks like a brontosaurus. This forest is a good place to level up, by the way.

Sabin's Ultimate Power Move

Go to Duncan's House (22). Just look for trees that form a pattern.

Ebot's Rock (24)

This is where Strago can learn his strongest spell. Go to Thamasa (14) with Strago and Relm in the party and spend a night at the inn. If Relm goes off on her own, go speak to everyone in town to get the event rolling. Strago must be in the party to enter the cave at Ebot's Rock. The Boss here revives you so you can come back here as often as you like.

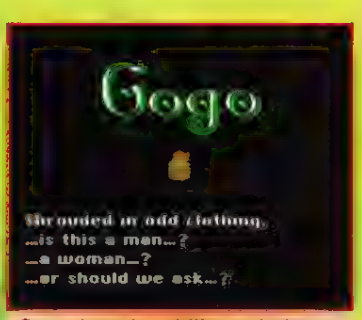
Cyan's Dream

Go to Doma Castle (21) with Cyan in the party and spend a night there.

This concludes our bare-bones guide to the undisputed best RPG of the year. Look through the next four pages of this gigantic blowout for even more tips than we've described here. On the last two pages of this guide is a huge list of most of the spells in the game, what they do and how many spell points it'll cost you to cast them.

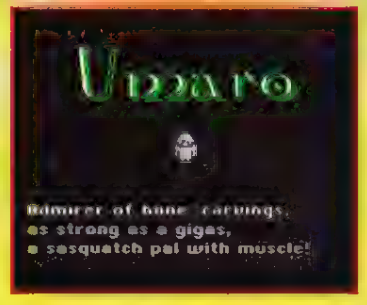
World of Ruin Characters

Mog has eight different dances he can perform. Each dance has four different steps. All in all, that's 32 different special attacks this moogle can perform.



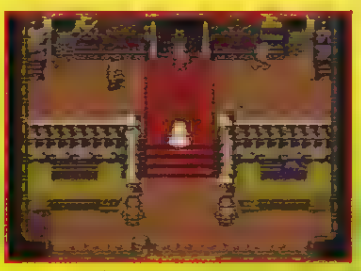
Gogo has the ability to imitate other characters' special kills. For example: he can do a blitz technique and then use the chainsaw in the same round.

You don't get to control Umaro except for the relics he is wearing. He is very strong and does just fine on his own. He is very powerful in the higher levels.

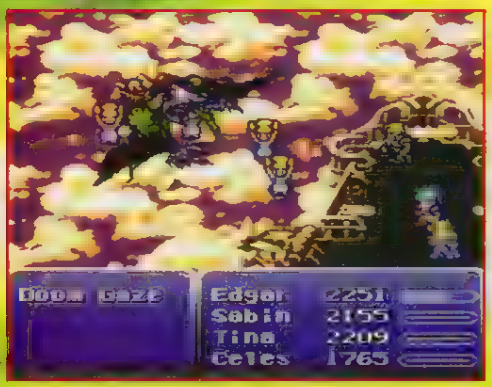


These two creatures only appear in the forest where you can find the economizer. They are great for building up levels, especially when you have the Exp. eggs equipped.

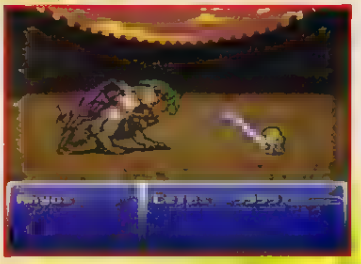
This is one of the eight dragons that you can encounter in the game. If you find and defeat them all, you can learn the Merton Spell that damages everyone (including you), but is devastating to any creature who is weak against fire attacks.



You will find a lot of elusive items in the colosseum. There is one catch though: whatever you bet, you lose no matter what. Make sure you have a back-up of whatever you're betting. If you win, the item you win may be better or rarer than the one you bet. I would save the game before betting anything just in case, so you can reset and get your old item back. You can win Exp. Eggs here.

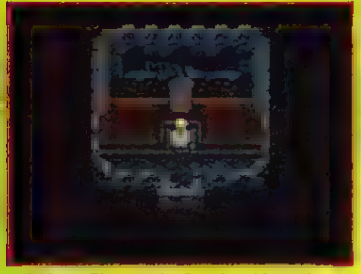


Doom Gaze will appear from time to time while you are flying. He will often attack the party and run away with his tail between his legs. Fortunately though, he doesn't regenerate his HP after battles, so the damage you do will be there the next time you fight.



Spoiler Warning: Close Your Eyes!

SSHHH! Secret Stuff



In Darill's Tomb you will find a puzzle that you should solve. If you solve this puzzle, you will receive a hint on the whereabouts of the ever-famous Exp. Egg that doubles the experience you receive.

Believe it or not, you can actually find weapons and armor to equip when you are an imp. This really serves no practical purpose except that it would be pretty degrading to the last Boss if you beat him as an imp.

REALITY BYTES.

The evil **CyberJobe** is attempting to break out of virtual reality and take over the global computer network. You must enter his virtual realm, overcome his puzzles and obstacles, and prevent CyberJobe from destroying **your** reality. Try a byte of both – two completely different games for the Sega CD and Genesis.

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SEGA CD

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- 10 totally different game styles
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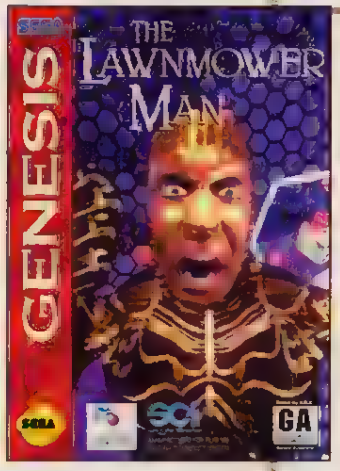
- All-new gameplay only on the Sega CD

TAKE A BYTE OUT OF CRIME.

GENESIS



Take the role of Dr. Angelo or his friend Carla and stop CyberJobe and his cohorts before they gain control of the worldwide computer network! Test your intellect and skill through a variety of 3D, driving, flying, puzzle and platform levels, in the ultimate cyberspace battle!

- Graphics never before seen on the Genesis
- Based on the hit science fiction movie
- Side scrolling gameplay and 3D simulation
- Pilot futuristic cyber craft through virtual reality

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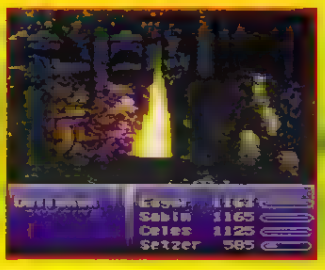
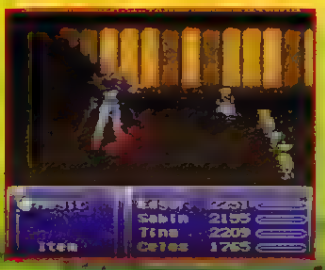
BYTE BACK.

This Boss is very tough, so I suggest leveling up before attacking. Use your magic and keep your guys as high up on the HP list as possible. Try to acquire the Bum Rush first.

This interesting creature is all that stands between you and the airship. He is not easy to defate by any means. Celes should use his runic, while the others spend their time attacking him. I would suggest using Setzer's GP Rain (if he has it), Sabin's aurabolt and Edgar's chain saw or drill. He is going to use a lot of ice spells, but with Celes' runic or a wall relic, there is not much of a threat here.

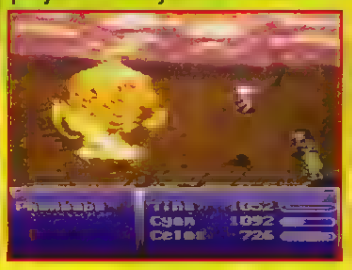


This guy can be a pain because he will snatch your guys and make it so they can't attack for a while. Work over one tentacle at a time to slow him down and keep your compadres healthy.



This is the Boss who resides at the top of the Magic Tower. He uses a special reflection wall that makes him impenetrable by all spells except one. He changes that wall after every attack, making it impossible to find a weakness, and there is no pattern to be figured out. My suggestion is to have the Ultima spell before you come here and remember to cast Life three on everyone in the beginning.

You should center on very strong magic attacks and have Celes use the runic to avoid getting hit by the lightning spells. Once again, keep your players healthy at all times.



EAT PLASMA YOU FREE-FLOATING, PUS-FILLED, SLIME-SPEWING, GRAVE-RISING, WORM-SUCKING, MAGGOT-RIDDEN, SORRY EXCUSE FOR A POLTERGEIST-WANNABE!

GHOUL PATROL

Snowboarding is cool.

Bungee jumping can be fun...

But when was the last time you experienced the primal rush of splattering a mass of grave goop into a thousand jiggling chunks?

Join the Ghoul Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Amityville.

But be warned... Once you dish your $2,000 worth [illegible] spook's gullet, you may never have the desire to go rollerblading again.

[illegible] guy looks like he [illegible] been a ghost! Save him [illegible] than plaster Casper all over the place.

Grab your partner and [illegible] up for a splatter-a-thon in 2 Player Cooperative mode.

The houses in here are pretty spooky. You'll need all the plasma in your cannon to zap this creep.

JVC

SUPER NINTENDO ENTERTAINMENT SYSTEM

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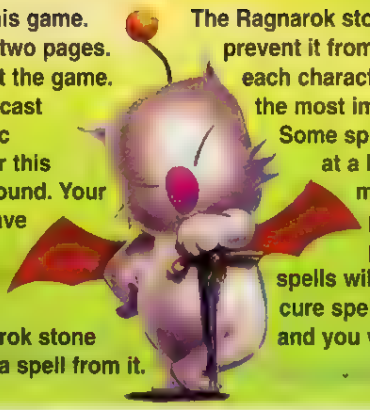
There are tons of spells to be learned and cast in this game. We have 36 of them pictured and described on these two pages. There are a total of 54 spells to be learned throughout the game. That doesn't include, however, the spells that espers cast when you use them. Obviously, there is a ton of magic flying around the World of Balance. Make use of it, for this world seems to be energized by the magic flowing around. Your esper list will never be full, by the way. Even if you have them all, there will be two slots still open. All told, there are 26 stones for you to acquire. As mentioned before, you will stumble across most of these stones just playing through. Make it a point to get the Ragnarok stone as soon as possible, because you will learn the Ultima spell from it.



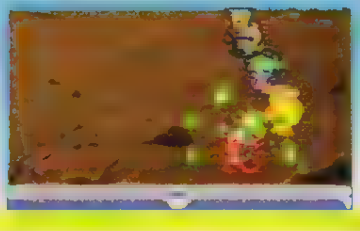
The Ragnarok stone is your most effective spell. Nothing can prevent it from damaging all enemies on the screen. Also, have each character learn the cure and life spells because they are the most important spells you can have in your possession. Some spells do damage to you, but remember that if you're at a high enough level the spell won't affect you as much as it could affect the enemy. There are a couple of esper stones that grant a bonus of +2 magpower. This increases the amount of damage your spells will do, and the number of HP you will receive from cure spells. Have one character accept only those bonuses, and you will create a powerful mage.

Cure

The cure spells are what give you HP points back when you cast them. Cost: 5

Cure 2

This spell gives considerably more HP back than the first cure. Cost: 25



Cure 3

This most powerful cure spell is most effective when used on the entire party. Cost: 40

White Magic

White magic is just as important as black magic, if not more so. This is because without white magic you would not be able to cast spells to restore life or regain HP. White magic is essentially defensive magic. With it you can get out of sticky situations or bring your party up to fresh positions. I've said this before and I'll say it again: it is imperative that you always keep your party members healthy and free of wounds, because you never know if a monster has a hidden trick up his sleeve. I can't tell you the number of times my party has been in what I thought was pretty good shape in terms of health, when a monster would cast a Quake spell, causing me to have to redo everything I had been working on.

Life

Casting this spell will bring your character back to life with a small amount of HP. Cost: 30

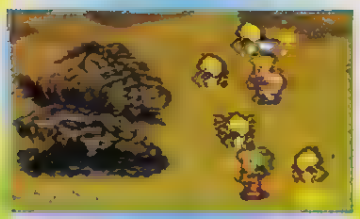
Life 2

This will bring your character back to life with full HP and MP. Cost: 60

Life 3

Cast this one on characters while they're alive and they will come back if defeated. Cost: 50

Float

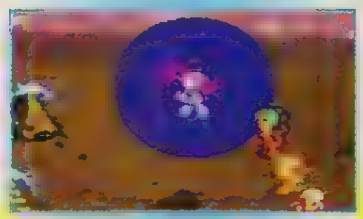


Makes one or more of the members float about a foot off the ground. Cost: 17

Reflect

Bounce enemy's spells off yourself and laugh as the enemy gets hit instead. Cost: 22

Osmose



Steal the enemy's map for your own use. Useful when low on MP. Cost: 1

Warp

Get out of most battles and most caves with this super-useful spell. Cost: 20

Scan

With this you can scan the enemies for HP, MP and weakness information. Cost: 3

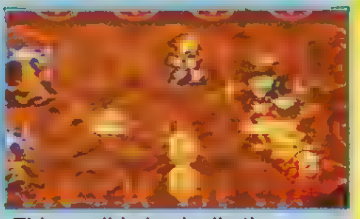
Mute

Aren't most magic users annoying (besides yourself)? Well then, shut them up! Cost: 8

Haste

Haste will make your party members move quicker, giving you more attacks. Cost: 10

Haste 2



This spell is basically the same as Haste, but it gets cast on the entire party. Cost: 38

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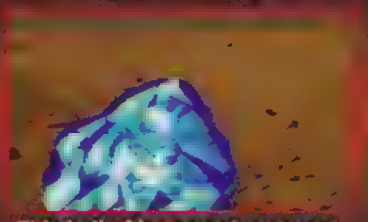
Ice

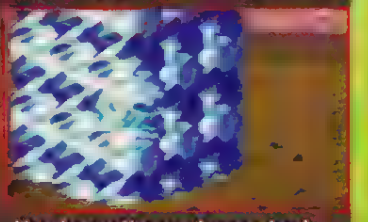
The ice spells will seriously hurt any fire creature, and this is the weakest one. Cost: 5

Ice 2



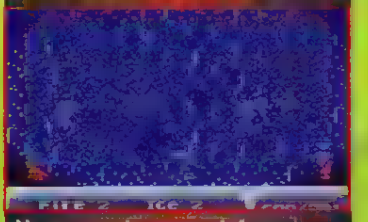
This ball of ice can give anyone a serious case of frostbite. Cost: 21

Ice 3



You know those slurpee brain freezes? Magnify that 100 times. Cost: 52

UltimA



No enemy has any defense against this powerful spell. Cost: 80

Fire

A small flame cloud envelopes enemies for a second or two. Use it on ice creatures. Cost: 4

Fire 2

A pillar of flames will shoot into the enemy, causing some pretty hefty damage. Cost: 20

Fire 3

A ball of flame shoots down from the sky doing mega fire damage. Cost: 51

W. Wind

A big tornado comes in and hurts both sides for some mega damage. Cost: 75

Bolt

A single bolt of lightning will strike from the sky on the enemy of your choice. Cost: 6

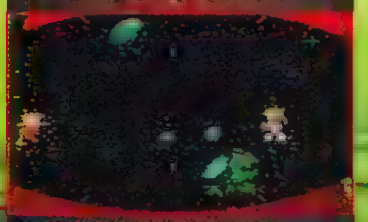
Bolt 2

A much more powerful lightning bolt comes from the sky to fry the enemies. Cost: 22

Bolt 3

This lightning bolt seemingly comes from Zeus to do hellacious damage. Cost: 53

Meteor



A rift in space opens long enough for tons of meteors to come flying out. Cost: 62

Demi

Watch half of the enemy's HP fly out the door if this spell does its job. Cost: 33

Merton

Whoa! This near nuclear blast hurts everyone, leaving not one creature unscarred. Cost: 85

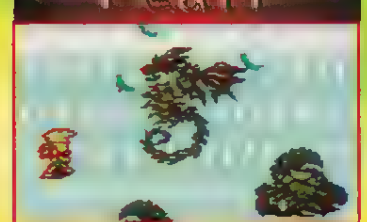
X-Zone

This spell opens another rift in space and tries to suck the enemies into it. Cost: 53

Black Magic

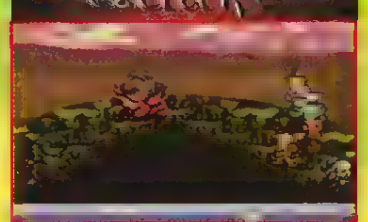
Black Magic is your friend. It gets rid of enemies fairly painlessly (on your part) and earns a certain amount of respect in the world. Imagine yourself being able to crumble a building with a mere thought. These are some of the things that black magic is known for. While these spells could easily be used for evil purposes, they won't be since you are good of heart and have a righteous soul. Some of your foes will not be as true but will carry some of the very spells you use. Chances are, if the enemy casts Fire 2 they are extremely susceptible to Ice attacks. Always watch for signs like that because that could be the difference between life and death. Also, the more powerful you become, the more powerful your spells become.

Pearl



The Pearl spell is particularly strong against certain types of creatures. Cost: 40

Quake



This spell shakes the ground hurting the enemy and you unless you're floating. Cost: 50

Flare

It seems to come out of the very pits of hell as this spell some very hefty damage. Cost: 45

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X-MEN

MUTANT APOCALYPSE

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CYCLOPS

SLIDING KICK

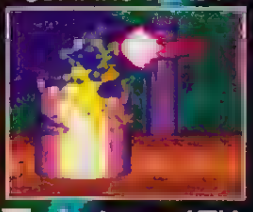
CRESCENT KICK

► ► + ATK

OPTIC BLAST

▲ +ATK

JUMPING BLAST



▼ ◄ ► + ATK

WOLVERINE

RUNNING CLAW

▼ ◄ ► + ATK

UPPERCUT

► ► ATK

BERSERK

▲ +ATK

WALL CLIMB

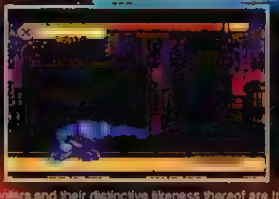
▼ ◄ ► + ATK

Jump, ATK near wall

In order to complete the first section of the game, you must successfully complete each of the X-Men's missions and gain access to Genosha. After this, you can choose which mutants to guide through single missions. Each mutant has his or her own gauge for lives, so you have to lose quite a few lives before the game ends.

AWESOME MUTANT ACTION

Prepare yourself for intimate mutant action as the X-Men, under the guidance of Doctor Xavier, attack the mutant prison on Genosha, only to find that the strange and powerful entity known as Apocalypse awaits them. Can you muster enough mutant power to beat him?



Your progress can be saved through the use of a password system. Keep in mind that although all X-Men have multiple lives, once dead they are gone. This is recorded in the Password Option, so try not to kill off too many X-Men thinking that you will get them all back the next time you plug in the password to continue. Because of this, a certain kind of "lives economy" must be exercised throughout the game. Just one more feature which makes this game very challenging.

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PSYLOCKE

QUICK SLIDE

FLIP KICK

► ► + ATK
PSYCHIC KNIFE

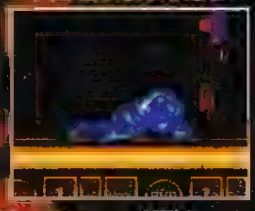
▲ +ATK
FLYING KNEE

▼ ◄ ► + ATK

► ▼ ◄ + ATK

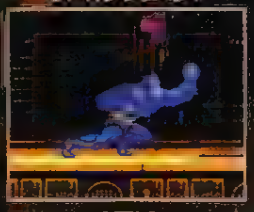
BEAST

BEAST CHARGE



SOMERSAULT KICK

► ► + ATK
OPTIC BLAST



▲ +ATK
JUMPING BLAST

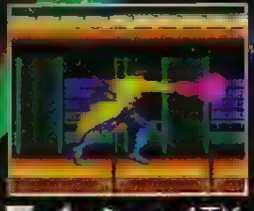
ATK ▲ near ceiling

GAMBIT

SINGLE CARD

DOUBLE KICK

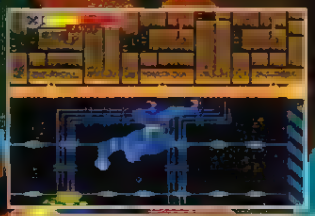
► ► ATK
TRIPLE CARD



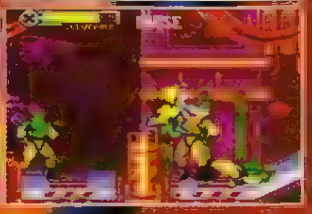
▲ +ATK
HIGH CARD

▼ ◄ ► + ATK ▲ ▲ +ATK

AS YOUR ADVENTURE BEGINS...



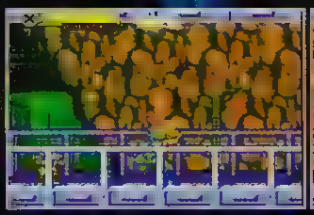
Guide each mutant through his or her individual path in order to regroup for the second [illegible] powers here!

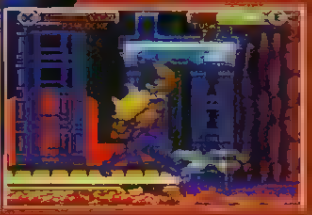


TIME TO TAKE OUT THE TRASH...

Battle [illegible] who a[illegible] you. G[illegible] an act[illegible] ga[illegible] ember?

[illegible] cores of little nasties [illegible] on your back and oak [illegible] to this kind of rough treatment. It's



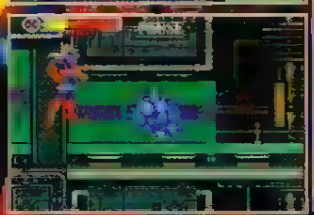


TO THE DANGER ROOM FOR PRACTICE

Doctor Xavier's orders: go to the Danger Room to take on a mock-up of a most difficult foe. Choose your mutant and conquer him in this holographic nightmare.

BATTLE ONWARD TO VICTORY

Once again, the X-Men must split up and conquer his or her own unique missions.



Every ounce of your skill and coordination will be required to finish these later levels of the game with each of the mutants. You must win!

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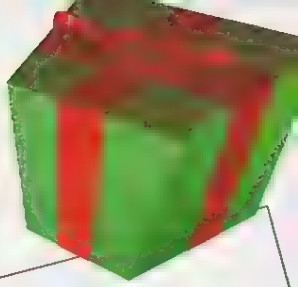

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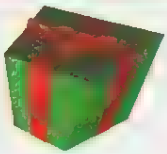

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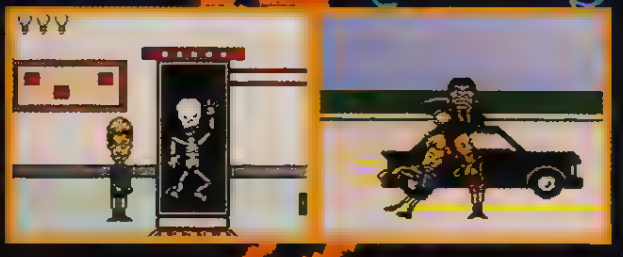
GENESIS
1 OR 2 PLAYERS

VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY BUT WE OUTSMARTED HIM.

COUGH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

GAME GEAR

AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."



CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.

SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.

THE CROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWERING.

SUPER NES®
1 OR 2 PLAYERS

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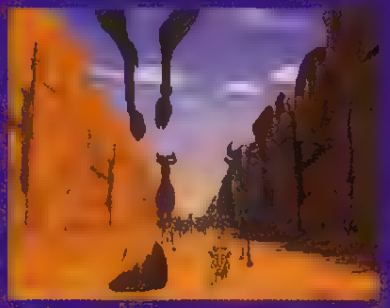
IN LEVEL ONE, THE HYENAS LAUGHED AT ME.

THE LION KING

So you want to be king? Then you better start roaring, because you're going to have to claw your way through nine nasty levels of



fang-bearing hyenas, charging wildebeests and dive-bombing vultures, just to get the chance to battle your evil uncle Scar. And he's one bad cat. Fortunately,

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IN LEVEL TEN, THEY STOPPED LAUGHING.

it's only a game. Unfortunately, it's in Digicel™ animation. Which means you're going to feel every bump, bruise and blister between you and the throne.

Disney SOFTWARE

Available for Sega™ Genesis™ and Super NES®

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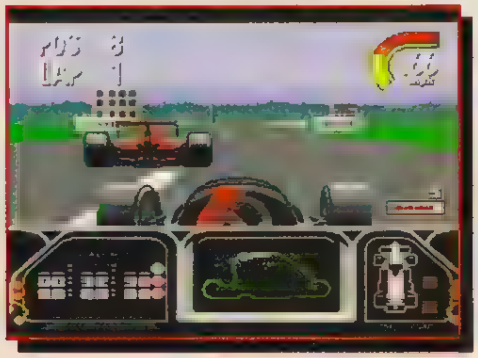
TEAM EGM

SHARPEN YOUR SPORTS SKILLS WITH TEAM EGM

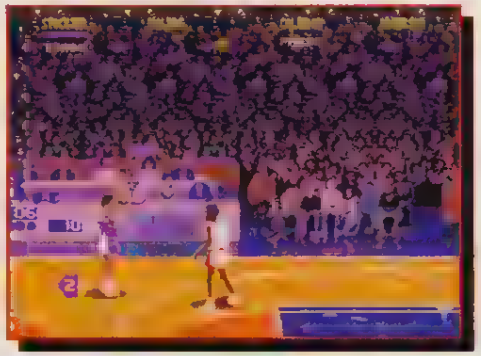
It's time to sharpen your sports knowledge once again with yours truly and the Iceman. The Iceman's favorite time of year is upon us and he's having to spend most of it at room temperature while staring at his computer. I sent him outside to lie down in the snow so he can cool off, leaving me to write this issue's intro.

There's a lot happening this month and the folks at Sega Sports are scoring big numbers with NFL '95. You can control the receivers and the man in motion. It is a classic and the best football game Sega's made to date. It even rivals Madden. You'll have to read what the Iceman has to say about this cart. I like the game and it will be a strong contender for this year's Super Bowl of gaming. The Sega Sports department is working hard and I recently visited the inner sanctum of Sonic's headquarters and caught a glimpse of NHL All-Star Hockey '95. It looks good, but it isn't quite done. A 32X version is in the planning stages. Look for more Team EGM coverage in the upcoming months for the latest on ice entries from Sega Sports. Sega's also making a hockey game for the Game Gear also called NHL All-Star Hockey. It's the first time a hockey game has made its way to the color portable and it looks good. All of their major sports titles will make their way to the 32X. Golf Magazine Presents the Greatest 36 Holes of Golf doesn't only get marks for having the longest name in the genre, but those who love the fine sport of golf will have a ball with this game. In other 32X news, Sega hinted that all of their major sports titles will make their way onto the new system.

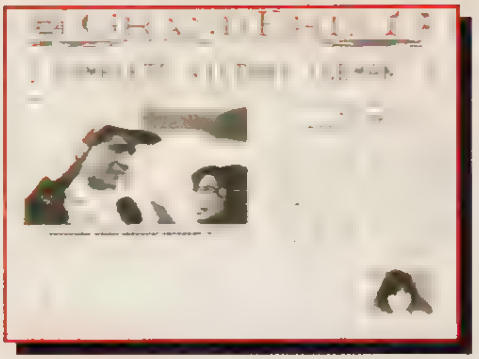


SPORTS NEWS SO HOT IT WILL MELT YOUR CONTROLLER!

The Iceman has learned that Sega's not the only one bringing a hockey adventure to the 32X. Electronic Arts doesn't intend to drive the 32X Zamboni, but they're getting into the 32X game,



too. They'll be hitting the scene sometime next year with an advanced version of NHLPA Hockey '95 for the 32X. They also plan on bringing out FIFA '95 to thrill soccer fans. These sports titles might be Sega CD 32X titles, but we'll have to wait and see what develops. Acclaim is also in the house and they will be rocking the rim next year when they release a 32X version of NBA Jam Tournament Edition. EA Sports isn't done yet—this month we take a close look at Rugby World Cup 1995 for the Sega Genesis. It's a very realistic rugby simulation. The game was made using the same engine that was used in FIFA International Soccer. PGA Tour Golf 2 for the Game Gear is on tap along with SI Golf for the Game Boy. Although the golf courses in your neighborhood may be snowed under, the weather's fine on the many golf courses of gaming. Hey, if you've been waiting for the Super NES version of Punch Out, check page 240 to see our verdict on this cartoon-like boxing game. For all of you pugilistic prognosticators, the Iceman and I went head-to-head in Chavez 2 for the Sega Genesis.



Okay, the Iceman won GP-1 Part 2, but it's only a motorcycle racing game.

COWBOY PUTS ICEMAN ON THE CANVAS IN CHAVEZ II

This boxing cart has some very cool elements, including creating your own boxers and controlling the power of their punches. It's hard-hitting and will have many boxing fans jumping up and down.

Sony's also been very busy. We have taken a look at some of the games in their sports lineup. This month at Team *EGM* we took to the ice with ESPN Hockey, stepped up to the plate with ESPN Baseball and scored a touchdown with ESPN Football all for the Sega CD. Rumor has it that some of these titles are being reworked and will make their way onto Sega's 32X system sometime next year.

For you trivia buffs, we've got NFL Trivia Challenge for the Sega CD and NFL Hall of Fame for the Philips CD-i.

Also on tap, we've got Club Drive for the Jaguar and Hammerlock, a unique wrestling game that will keep wrestling lovers drooling this winter—real drool, not that fake stuff.

Well, I've got to go shovel the Iceman out of a snowbank he's stuck in. I hope he isn't frozen solid so that I don't have to do his work next issue as well. After I dig him out, we'll plug in NBA Jam for the Sega CD. I'll show the Iceman how *real* gamers play this cool cart.

Hope everyone has a happy holiday. Until next issue—stay warm and keep on scoring the big ones!

FIFA Soccer for the 3DO kicks as one of the best soccer games ever released.

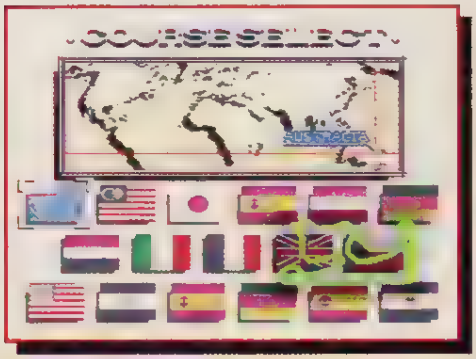
GP-1 PART 2

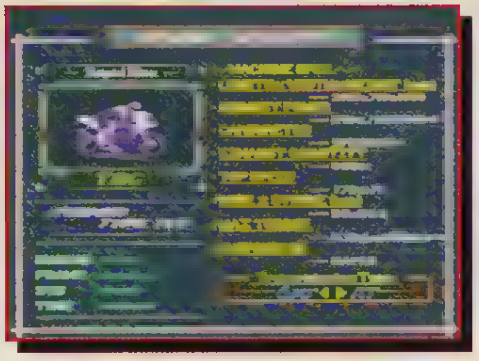
MANUFACTURER
ATLUS
CARTRIDGE SIZE
12 MEG
RELEASE DATE
DECEMBER
OF PLAYERS
1 OR 2

GO UP THROUGH THE GEARS TO GET THE CYCLING TITLE

It's big-league racing action at its finest as you take to the various courses around the world in GP-1 Part 2. The game features 17 racing venues taken directly from the motorcycle racing Grand Prix circuit.

You can enjoy this fast-paced racing cart and get a geography lesson all at the same time. When you choose your venue, the place appears on the map and pinpoints the city on an artificial X and Y axis. GP-1 Part 2 features three difficulty levels: Easy, Medium and Hard—all presenting a challenge.





Some of the bikes in the game can't be picked right away—you have to win first.

GO FOR THE WORLD RECORD OR RACE AGAINST A FRIEND

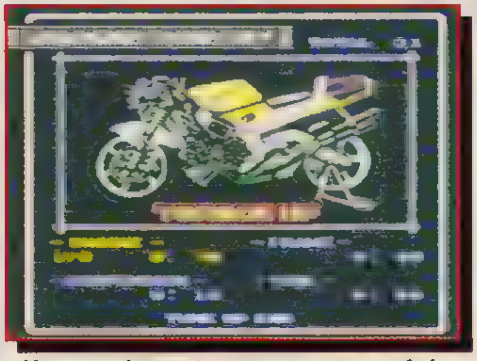
Race against a friend to see who can get the fastest lap time or go up against 11 other racers in a full 17-race season.

The Time Attack Mode is awesome and can familiarize you with each race course. See who is the fastest!

Choose from any one of the 12 racers provided. Or, put in your name or a name of one of your favorite motorcycle racers who actually competes in the big leagues—"The Grand Prix" racing circuit.

The races can be three, four or five laps long, depending on how long you want to race. Each challenging lap takes under one minute to complete.

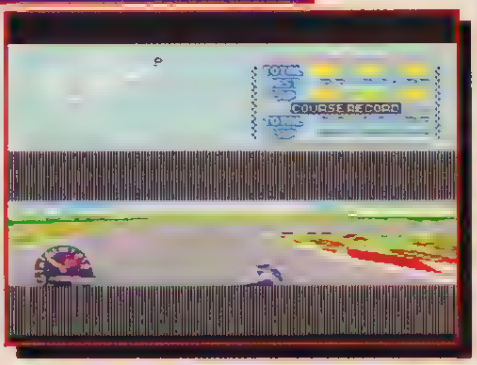
There are six teams featured in the game, each with its own motorcycle.

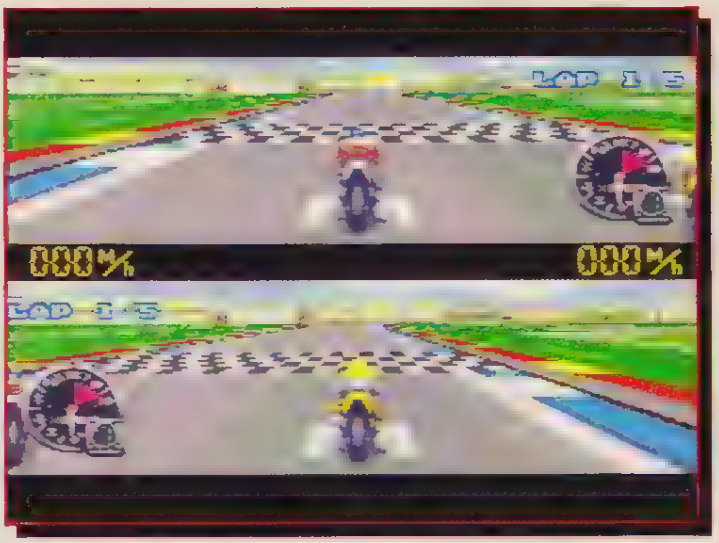


You can choose to race on any one of six customized motorcycles in GP-1 Part 2.

If you're doing good in your races you can be invited to choose among these awesome bikes and have sponsors by your side. Here they are! If you choose to be on the Rapid Blue team, their bike is a TEC 498cc motorcycle that reaches speeds of up to 179 mph. Team Red uses an MEX 500, 498cc cycle and reaches speeds up to 182 mph. Team GPX uses a SSS 500, 496cc machine that reaches speeds of 180 mph. Team Racing also uses the SSS 500, 496cc cycle and can get up to 190 mph. The Yellowstorm team has a RHG, 495cc motorcycle that reaches speeds up to 186 mph. The Redwind team features a 498cc machine and reaches speeds up to 184 mph. But, you have to win your way onto this team.

This is a cool cart for motorcycle fans!





In the Time Trax Mode you can race against a friend to see who will be clocked the GP-1 Part 2 Time Trax grand champion.

ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU WON'T SEE IN ANY OTHER GAME. (YOUR RECEIVERS)

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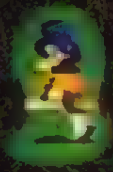
E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.



GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

ALL 28 NFL TEAMS

FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.

CAN YOU SAY F-U-M-B-L-E-R, CHRIS BERMAN CAN, AND WILL, LIVE FROM THE BOOTH, ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

EVERYTHING ELSE IS JUST PRACTICE.

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ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.

Topps *Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.*

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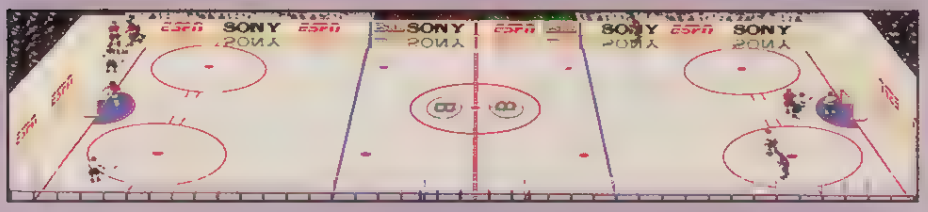
REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

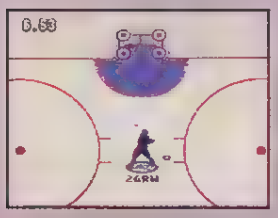
REALISTIC PUCK PHYSICS THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen. Did you say hitting?



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it. Check out ESPN National Hockey Night. It'll give you a whole new perspective on hockey.



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE

ALL 26 NHL® TEAMS

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.

EVERYTHING ELSE IS JUST PRACTICE.™

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ESPN SPEEDWORLD

IT MAKES OTHER DRIVING GAMES LOOK LIKE DRIVING GAMES.

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BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER CONTROLLED CARS

Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew. With ESPN Speedworld, you're racing against 23 computer-controlled drivers who would like nothing more than to plow you into a wall. To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways, and 3-D banked turns. Choose your track, and customize your car for maximum performance—the tires, transmission, engine, and even the paint job (which won't look good for long). Once you're on the track, you'll have to monitor the tire wear, body damage and fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget, ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it. Pick up ESPN Speedworld and start racing against the pros. Not against yourself.

CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS AND ROAD COURSES

CUSTOMIZE YOUR CAR— THE TIRES, THE ENGINE, THE TRANSMISSION, EVEN THE PAINT JOB.

EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.

GET ADVICE FROM THE EXPERT HIMSELF, ESPN'S DR. JERRY PUNCH.

SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.

EVERYTHING ELSE IS JUST PRACTICE.

SONY IMAGESOFT

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MANUFACTURER
NINTENDO

CARTRIDGE SIZE
16 MEG

RELEASE DATE
NOW

OF PLAYERS

SUPER PUNCH-OUT BY NINTENDO

Graphics ★★★★ Playability ★★★★
Sound ★★★½ Realism ★★★

I've been waiting for this one for a while—and the wait was worth it. The Super NES version is truly a winner. Once you pick up the controller, you won't have any problems at at all on the game technique. Fight never-before-seen boxers in past Punch-Out games. This may not be a realistic boxing game, but it still has fantastic game play.

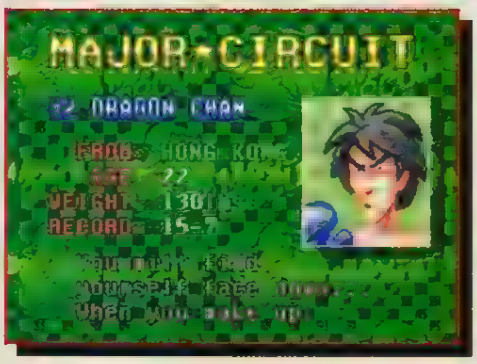
86% Iceman

Graphics ★★★★ Playability ★★★
Sound ★★★ Realism ★★★

This is a cartoon-like sequel that Nintendo has brought back for another round. I suggest renting it before you buy it. You'll have to learn some fancy footwork if you plan on winning the title. The animations are fun, but it plays too much like a cartoon. Even though it's not realistic enough for my taste, boxing fans will find it fun to play.

79% Video Cowboy

LET'S GET READY TO RUMBLE!



It's been several years since there has been a Punch-Out game for the NES, and we've all been praying for a newer one. Well, here it is and only for the Super NES! With better graphics and sounds, this will attract Punch-Out fans of every age.

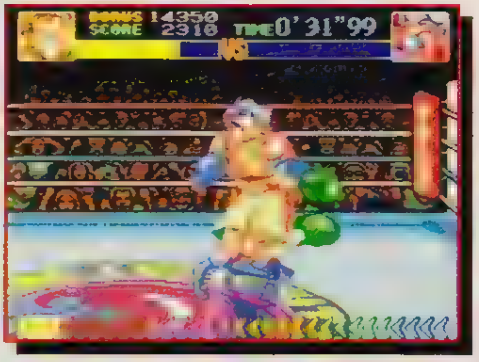
I, Iceman, have been waiting to get my hands on this one. Of course the capability of the Super NES has really enhanced the quality of this game. With more animations of the boxers, this has followed in the great Nintendo tradition of the Punch-Out games.

As you play, you'll notice some boxers from the NES version. If you have played them before, you will be knowledgeable on their boxing style especially their special Knockout Punch.

Let's head out to the ring for a closer look at this champion cart!

WORK YOURSELF UP THROUGH THE CIRCUITS

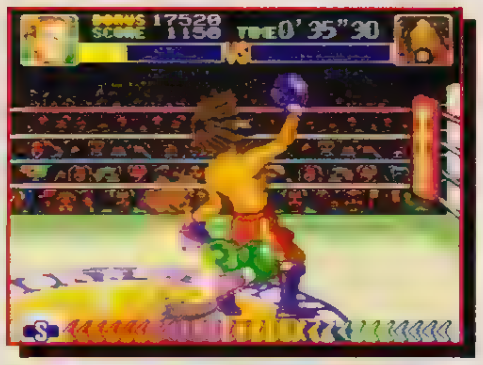
There are three circuits you have to go through: the Minor, Major and World Circuit. Start at the Minor Circuit which will give you a feel of the action and help you learn some boxing techniques. The boxers in this circuit are easy if you can find their weak points. Next is the Major Circuit where the boxers are a bit harder and more skilled. Find their weak points and fighting patterns to knock them out. Finally, there's the World Circuit. These guys are tough as rocks. You'll need to be patient with them when trying to figure out their techniques. The best way to win a fight is to block their punches. If you're good enough for this circuit you'll get a chance to enter the Special Circuit where the serious fighters are waiting to make a pancake of your face. Good luck! You'll need it.

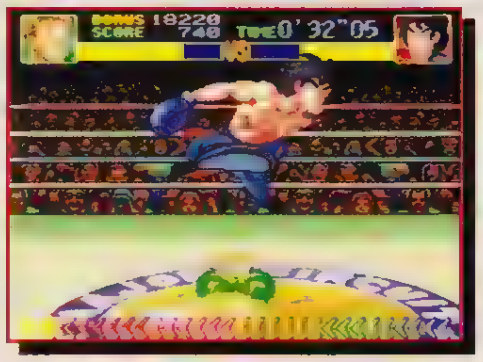


After the fight, you'll see your overall stats on your wins and loses.

After winning a fight you'll get to see how well you did. Overall, you get points for your fights and eventually you can see your rankings among the rest. If you're good enough, try to set records on how many times you can nail your opponents to the ground.

Don't worry about continues, you can always continue after clearing a circuit.





SUPER PUNCH-OUT!!

Players juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear

Slam the high-impact button at the right moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

It's Unnecessary Roughness for the Sega™ Genesis.™ It's about football. About winning. And about leaving the field under your own power

UNNECESSARY ROUGHNESS'95

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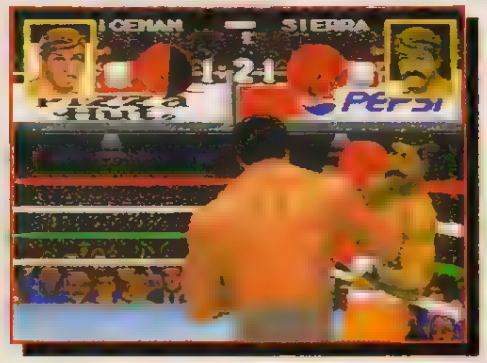
MANUFACTURER: ASC
CARTRIDGE SIZE: 8 MEG
RELEASE DATE: DECEMBER
OF PLAYERS: 1 OR 2

CHAVEZ 2

PUT UP YOUR DUKES AND GET READY TO BOX



Get ready to put up your dukes! If you love boxing games, then there's plenty to like about this game. Julio Caesar Chavez is one of the best fighters in boxing. This might be the best boxing game out there!

It looks good and has several new features, including a mode to create your own boxer and customize his punch knockout power.

You can choose from either an Exhibition or Career Mode. There's a status board consisting of the clock, and a health meter for both you and your opponent. The graphics are fantastic. From the boxers to the ladies who carry the round cards—everything is top-notch!

GO FOR THE TITLE WITH THIS AVERAGE FIGHTER

The game allows you to fight Chavez vs. Chavez. Or, fight your way through the ranks to fight Chavez with the fighter you create. You'll have to increase your player's attributes to reach the top of the tourney to make sure you can fight against the best—Chavez.

A few mouthfuls of fine leather will place any of the fighters down for the count.

MANUFACTURER: JALECO
CARTRIDGE SIZE: 8 MEG
RELEASE DATE: JANUARY
OF PLAYERS: 1 TO 4

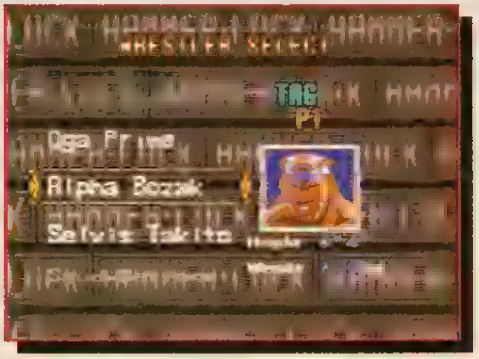
HAMMER LOCK

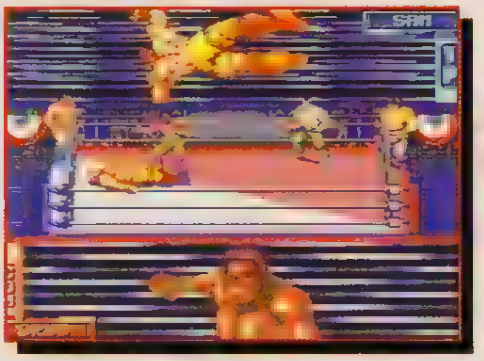
GRAPPLING FANS BEWARE OF THE HAMMER LOCK

Wrestling fans get ready to go off the top rope with some no-name wrestling stars. The squared circle is their battleground and you control their every move.

The object of the game is to drive your opponents' faces into the mat, using your foot as the accelerator. You can team up with your friends; up to 11 people can play (four players at a time) this cart.

You can pin your opponent to win the belt or put a special move on him to make him scream "Uncle" Video Cowboy. Beware of wandering around the outside of the ring for too long because the hammer may come down on the bell and you will lose the match due to a count out.





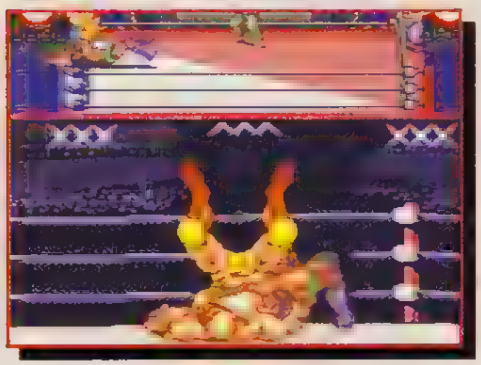
Rock the ring and become a master of the many moves in this intense wrestling cart.

MAKE YOUR OPPONENT SAY "UNCLE"

You can take part in a Champion League Match where up to 11 wrestlers can compete in a league with the winner having the most overall points. The match table ensures that every player wrestles for the belt. In League Match you will be awarded points for how well you do inside the ring. There is also a Tournament Match Mode. If you lose, you're out and sent to the locker room.

If you enjoy fast wrestling action and the sounds of bones being crunched, then I suggest you give this cart a try. You won't be disappointed!

SUBMISSION WINS ARE THE MOST SATISFYING VICTORIES



XBAND WILL ALTER YOUR EGO

HEY, STOP PLAYING GAMES WITH YOURSELF.

We'd like to introduce you to an entirely new way to play your video games.

With others. With other humans. Humans all over the country. Real Humans. Real Humans in Real Time.

Trust us. It's a different thing. It's called XBAND.™

And it's the first and only video game network that lets you play real people in real time across town or across the country without leaving your house.

It's a completely new technology. And it's here. And all you need is a Genesis™ a phone line and the XBAND Video Game Modem, which you can buy wherever video games are sold. Just subscribe to the XBAND Network (it's only $7.95 a month for 32 contests) and you're in.

You even get to play your own games, like Mortal Kombat,™ Mortal Kombat™ II, NBA® Jam,™ NHL® '94 and NHL® '95 to name a few.

And you get to play them in a way you've never played before. For real. That's not an ad claim. It's a statement of fact.

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YOUNG HOSTETLER ESIASON BLEDSOE CUNNINGHAM

QUARTE
L

PLAYERS MOVE AND REACT JUST LIKE THE PROS

3 GAMES IN ONE

CUSTOMIZE YOUR OWN QB

EXCLUSIVE QUARTERBACK CHALLENGE !

REAL FOOTBALL F

SUPER NINTENDO GAME BOY GAME GEAR GENESIS

ERBACK

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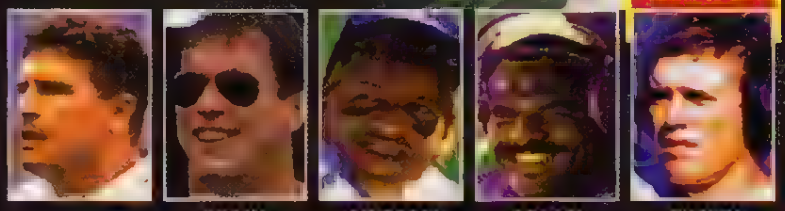
24 MEG FOR SUPER NES & GENESIS

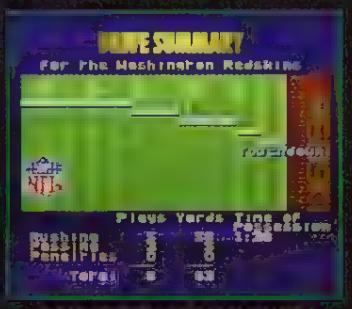


MARINO KELLY AIKMAN MOON ELWAY

OVER 430 OFFENSIVE, DEFENSIVE AND QUARTERBACK SIGNATURE PLAYS

SMOOTH CAM INSTANT REPLAY

SACKS! HIGH STEPS! TAUNTS! SPIKES, AND MORE!



COMPREHENSIVE GAME STATS

OR REAL PLAYERS!

Call 1-900-771-3772 for information on Game Ratings.

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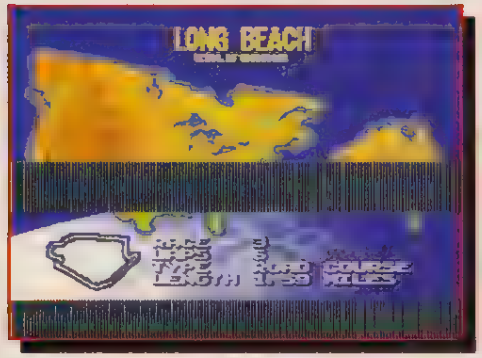
Acclaim® entertainment inc

RACERS, IT'S TIME TO START YOUR ENGINES!

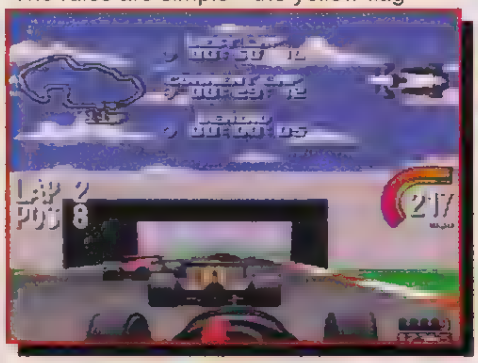
Jump behind the wheel and race around the numerous courses of Acclaim's newest entry. Although Nigel Mansell is on his way back to Formula One, this game has what it takes to keep racing fans on the edge of their seats.



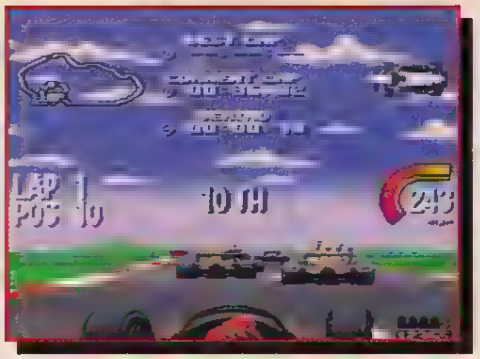
From the green flag to the checkered flag, this game has custom-made Indy car action. You can play the game in a One-player Split or Two-player Mode.

In the Arcade Mode, you can begin racing without having to set up your car.

There's also a Simulation Mode that allows you to customize your race car. The rules are simple—the yellow flag



racing rules govern the game. In either mode, you have a chance to master the courses in practice races. Choose between a single race on any one of the international Indy car tracks or a full competitive season.



Go for the checkered flag on any one of the 15 challenging Indy car courses.

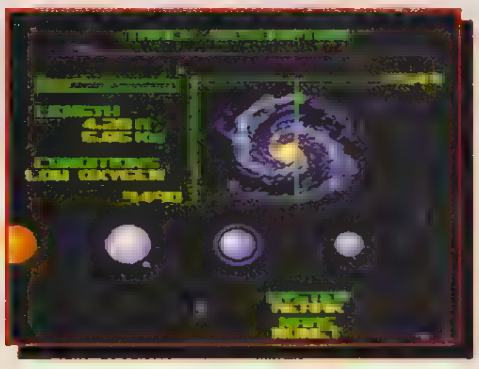
The sound is good and the tracks are challenging. If you feel like getting behind the wheel and going for the checkered flag at 200 mph, go for it!

The Iceman and I were in a dead heat when he pulled up lame. I blew by him for the title. I guess the competition was too tough for the man with ice in his veins.

Nigel Mansell Indy Car

SUPER NES

GET IT IN GEAR AND REACH FOR THE TOP WITH TOP GEAR 3000



TOP GEAR 3000

The game is set in the year 2962, five centuries after World War XVII devastated most of the colonized planets of the Milky Way. The Galactic Conglomerate of Unified Planets is in control and there are a growing number of outlaw thrill-seekers who have too much money. These bandits have set up an illegal tournament called Top Gear 3000 to get rid of their expensive boredom. Get ready to strap yourself in behind the wheel of one of the fastest, most technologically-advanced, futuristic sports cars ever created. If you enjoy fast-paced driving action, get ready

Fly through the air and gain bonus points and other helpful power-up items.

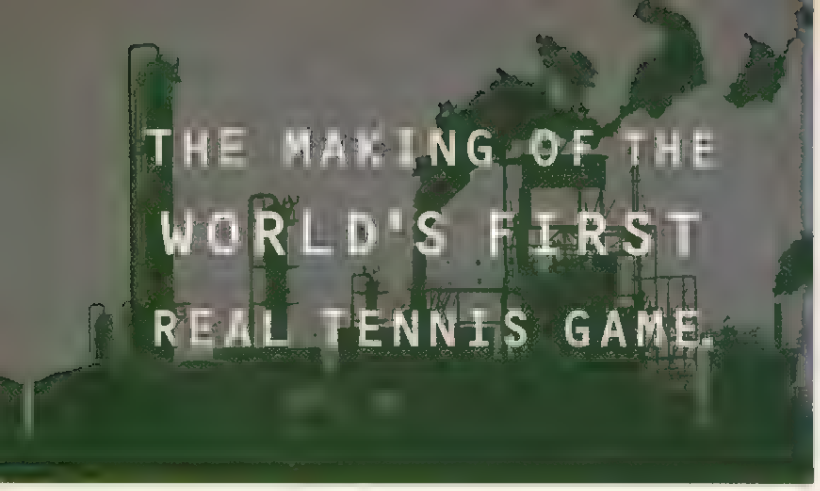
to accelerate into another level of game play excitement.

The game features varying views, including a one-player full and a one-player split screen. There is also a Two-player Mode and a Password Option.

You can even set up your speedometer to display miles per hour or kilometers per hour. After choosing the race option, the track description will appear. This describes the star system and planet you are racing on, the length of the circuit and the current weather conditions. The number of races in each star system varies depending on the game difficulty level you have chosen. In the parts and body shop you can upgrade your car with the prize money you win.

As you get further in the game you will encounter more technologically-advanced items that you will want to purchase. However, the black market prices are steep. But, it's a small price to pay to become the king of the road.

Good luck racing fans!



Somebody finally made a cool tennis game. **Surprise.** It's EA SPORTS.™

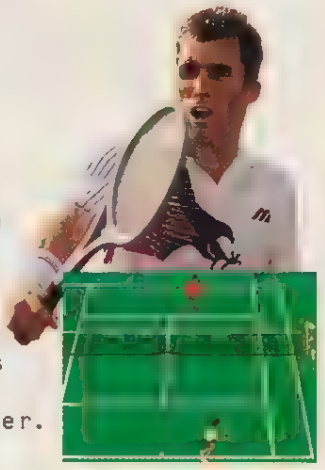
First off, we took all the stuff since Pong. Studied it carefully. And **trashed** it.

Next, we got 32 players like all-time greats **Borg & Lendl.** Plus new stars like **Bruguera.**

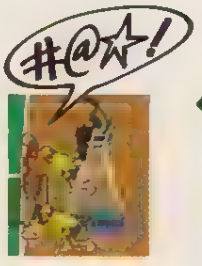
Then we prodded. Poked. And picked coaching legend **Vic Braden's** brain.

His tips help you master an arsenal of shots to crush **Leconte's** serve and volley. Or **Laver's** baseline game.

Guess winning isn't about the shoes after all.



Next on Vic's list is **total control** of your strokes and temper.

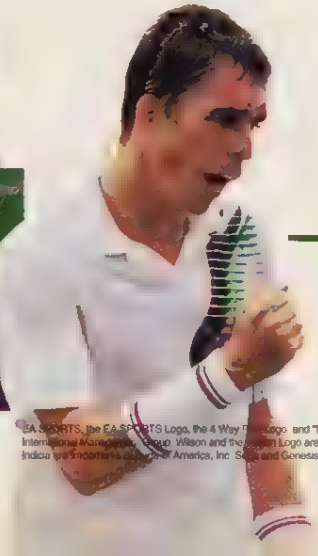


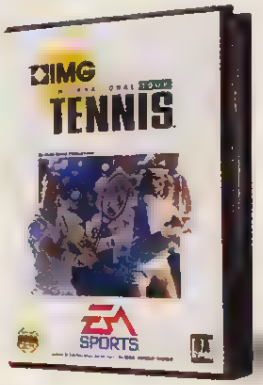
But not too heavy on the temper, after all, close calls are part of the game.

and **tons** of prize money.

Hey, it's the real thing and it's all in here.

And if pummeling your opponent isn't motivation enough, we livened things up with **16 International tournaments,** player rankings





EA SPORTS™
It's in the game.™

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® IMG

UNNECESSARY ROUGHNESS 95

STRAP ON YOUR HELMETS–IT'S TIME FOR FOOTBALL!

Time to kick the ball to the back of the end zone. Control the destiny of your favorite team in a single game, an entire season or in a two-minute drill.

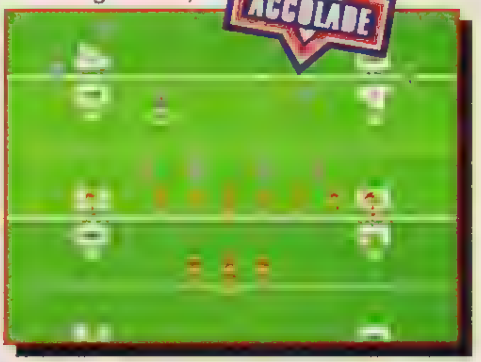
The Match-up Screen shows the strengths and weaknesses of each key player.

Choose the length of the game—anywhere from five- to 10- to 15-minute quarters.

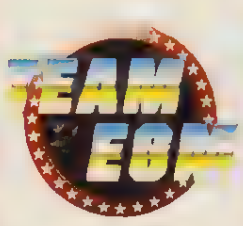
Sporting a NFL Player's Association license, a Match-up Screen can be accessed and you can see the strengths and weaknesses of each of the key players in the game. The large player animations and the many different play-calling

options will satisfy any football fan's appetite.

There are three difficulty settings in the game, including Rookie,



Veteran or All Pro. All of the rule changes and nuances of real football have been added. So if you think you're the king of your block, strap on your helmet tight and put some pretty big numbers on the board after plugging in this fast-action football game. Hit the field and go deep with this latest football cart.



TRY A NEW SPORT–GIVE PRO RUGBY A TRY!

RUGBY WORLD CUP 1995

If you enjoy trying new things and are a fan of EA Sports games, then you'll want to try EA's latest sports gaming entry, World Cup Rugby.

You'll want to become familiar with the way the game is played. In Europe, rugby is the second most popular sport, behind soccer.

If you're not familiar with rugby and haven't seen it on ESPN, then the glossary of terms in the instruction booklet will come in very handy. This is one game where you won't be able to play it very well and win without reading the manual.

If you score a "try," you'll notice the player diving across the goal line. All of the best teams in world-class rugby are represented in the game.

Mauling is part of the game and all that

EA PITCHES REAL-TIME RUGBY FOR GAMERS TO ENJOY

means is that you are getting tackled by the opposition when you have the ball.

When you or the opposition runs the ball across your end line, they are awarded five points. Then they get a chance to kick it between the uprights and two points are awarded if the ball goes between the posts. The game isn't that difficult to play, you just have to know what you're doing. A little bit of practice and you'll be playing rugby like the pros.

Grubber kicks and drop outs are part of the game. One sure-fire technique is to watch the opposing team work the ball down the field and learn.

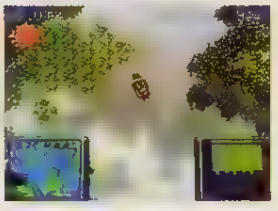
Just like in soccer, when the ball goes out of bounds, you have to throw the ball in.

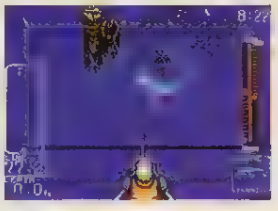
PRO FISHING SERIES!

DO YOU WANT TO FISH IN A PRO TOURNAMENT?

HOT-B presents **BASSIN's BLACK BASS** for use on your ***Super Nintendo Entertainment System®***. BASSIN's BLACK BASS With Hank Parker is the most advanced fishing simulation ever and is the latest video game in the BLACK BASS Pro Fishing Series. A large memory and superior programming produce amazing graphics, realistic fish movements, an abundance of fishing spots and authentic conditions. Even a beginner can use the helpful guide's pointers. BASSIN's BLACK BASS is a non-violent game that the whole family will enjoy! Go fish!

DON'T SETTLE FOR AN IMITATION!





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MANUFACTURER
ACCLAIM
CARTRIDGE SIZE
N/A
RELEASE DATE
DECEMBER
OF PLAYERS
1 OR 2

Nigel Mansell Indy Car

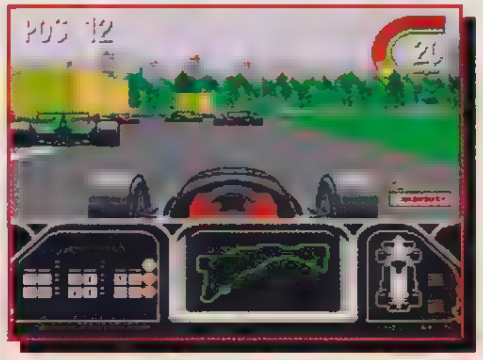
RACE WITH MANSELL ACROSS THE NATION

Get ready to start your engines and burn some big-time rubber around the most challenging tracks on the Indy car circuit. Mansell has proven himself in the Formula One and Indy car professional racing circuits. Nigel may be packing in the Indy car circuit in 1995 and heading back to Formula One.

In this game you and a friend can go for the checkered flag in a one- or two-player game. You can go solo or in a split-screen scenario against a friend on one of the 15 actual Indy car race courses. Each track matches the actual big-league tracks.

You can choose a single race or a full season of competition. There are six categories of options to customize the cars in. You can even view the speed you are going in miles per hour or in kilometers per hour. You can modify your car and set it up for ovals or street courses then choose from a manual or automatic transmission. Behind the steering wheel of the car gives you a good view of what's in front of you. Change the dashboard configurations to your liking, too.

Racing fans will enjoy the realistic feel of the game. Get ready to go for the win with this sizzling cart!



Inside the car lets you have a full view of the race track and your controls.

MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

WHAT STRIKE? THERE'S NO STRIKE!

Key NHL match-ups between your favorite NHL teams. Settle things on the ice.

The strike is over and all of the NHL's top goal scorers have taken to the ice, at least in gaming circles. The game features two views of the rink: a side view and an overhead view of the action. This will help you paste the NHL's bullies to the end boards.

Up to four players can play in the game that supports both the EA Four-Way-Play and the Sega Sports four-player adapter.

There are also three difficulty settings: Beginner, Amateur and Pro. All of the top rules of the game are included, plus penalties can be turned on or off and the same holds true for offsides.

You can also choose from five-, 10- or 20-minute periods. All 28 of the NHL's finest teams, complete with rosters, have been included.

Bill Clement rates each team and is the announcer during the games.

The game's sounds make you feel like you're actually in the game. Sony's programmers have taken full advantage of the Sega CD capabilities.

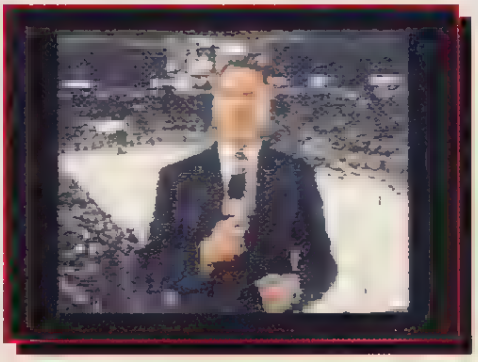
You can even play a full season and with the help of the battery back-up.

More than 6,000 frames of animation were put together to make the game look and feel like real hockey.

Two features have been added to give gamers some excitement. A fastest skater challenge and a shootout feature have been included in this game. Rush the net and look for the loose puck—but don't forget to watch your back!

HARD-HITTING HOCKEY ACTION AT ITS NHL FINEST

ESPN NATIONAL HOCKEY NIGHT



RUN LIKE CRAZY.

BLACKJACK'S BOOBY TRAPS!

AVOID OBSTACLES

BIZARRE BAD GUYS!

DIAGONAL VIEWPOINT

AI-YI-YI-YI-YI! IT'S KID KLOWN AND SPACE PIRATE BLACKJACK! HEADING STRAIGHT FOR YOUR FACE LIKE A BIG CREAM PIE! IN DIAGONAL SCROLLING 3D! WITH ENOUGH BOMBS, BOOBY TRAPS, BANANA PEELS, HIDDEN ZONES, POWERUPS AND BONUS STAGES TO KEEP YOU RUNNING FOR THE REST OF YOUR LIFE! SO DON'T JUST SIT THERE ON YOUR BIG WHOOPEE CUSHION! GET UP AND RACE TO THE STORE! KEMCO.

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MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOVEMBER
OF PLAYERS
1 OR 2

SEGA CD WELCOMES ESPN SUNDAY NIGHT NFL

Last seen in *EGM* #62 as a Super NES version, ESPN Sunday Night NFL found another home on the Sega CD. On this CD upgrade you'll be able to see some full-motion video as well as live audio from Chris Berman himself as the commentator of the game. He will also provide you with scouting reports and stats at pregames, halftimes and postgames.

This is just the beginning of what this game offers.

Play in a single game, season (1994 season), random season or the playoffs to see if you can make it to the Super Bowl. Take some time off and practice an exhibition with a friend or against the computer. The competition of the game is very realistic as the stats are evenly distributed and related to the real pros.

Unlike other football games, you're able to play as the coach while the computer runs your plays. This will test your coaching capability as you try to pick the right decisions on every play.

Prepare your team and pick your play for the kickoff sequences of the game.

If you like stats, you'll find them here. Running, Passing, Defense and Kicking stats are shown to give you an overview of the teams.

You can really do so many things with the capacity of a CD and ESPN Sunday Night NFL proves this to be true.

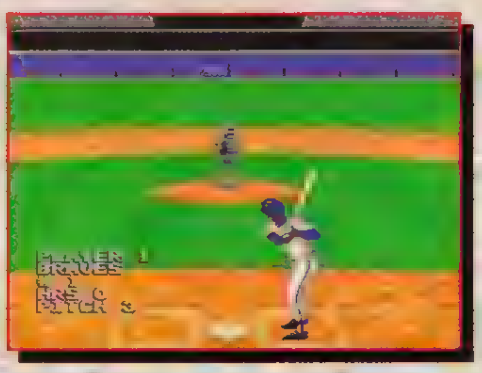
SEGA CD

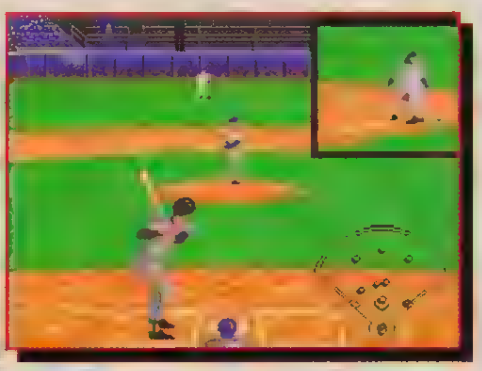
MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOW
OF PLAYERS
1 OR 2

ANOTHER SONY TITLE FOR SEGA CD SPORTS FANS

ESPN has teamed up with Sony Imagesoft to give you another great title for your Sega CD. First made for the Super NES, this CD version is exactly the same when comparing the game play. As for the sounds and graphics, the CD capability has greatly enhanced the voices and sounds on the field, while extra footage straight from the pros has been added to give you a more realistic environment. But wait, that's not all that makes this one of the best baseball games around.

The animations of players are amazing! Players seem so lifelike that you'll think they are the real players. That's because they are! Actual players were filmed, colored over and placed in this game. All of the animations—like pitching, batting, stealing a base and the other actions that take place on the field—are performed by real players.



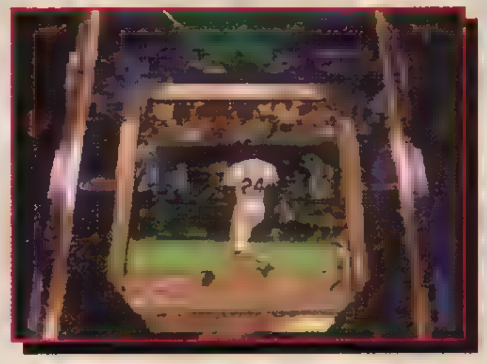


Pick from any teams from the pros with their real stats. Play in the full season, playoffs and through the World Series as you go against the very best in the league.

Batting can take a while to get used to, as you have four different batting sequences to work with.

You can't have the real feeling of baseball without Chris Berman. He's your commentator throughout the game and provides information throughout the league with scouting reports and stats.

Cowboy had his hands full trying to get a home run in the Home Run Derby.



9 REASONS WHY BASKETBALL WILL NEVER BE THE SAME

CAUTION: If you are completely satisfied with other basketball games and are unable to upgrade to RAPJAM, you will not need to know that now you can:

1. Out-shove & out-shoot real rap stars

Maybe they're bigger than you, but you'll get your shot...

2...if you know their special moves

Treach's Helicopter Jam ..LL Cool J's Drop-The-Ball-&-Back-Dunk...Sticky Fingaz' Twirling Jam...Queen Latifah's Butterfly Jam...Everlast's Flip Flop Dunk ... & wait'll you see your teammates jump up through the hoop!

3. Make choices you've never had before

Go 2 on 2, 3 on 3, 4 on 4, 1 on 2 • Play how long to play (5 minutes? 10 minutes? -- or how many points • Play in a different language • Play full court or half court • Mix and match players • Solo or spirit mode, you always know what player you are

4. Pick the coolest playgrounds

Unbelievable graphics! Play in the dark on Chicago's glowing rooftop court above the city lights...Or in the sun at LA's Venice Beach as surfers & bodybuilders watch

5. Move faster

Interaction time seems faster than other basketball games...smoother moves!

6. Watch non-stop animation

See the first-ever Nintendo Morph as a basketball turns into a CD turns into the RapJam logo...Cheerleaders do the bump...Lo-Riders cruise by the New York playground... .Baskets bounce & shiver with each slam dunk

7. Hear real music...

Rap beats 2 keep U loose...

8...& the best sound f/x

Everyone's got something to say...the L.A. cheerleaders & your own teammates....the wind whistles in Chicago...the ocean roars in L.A....Get a real playground bounce & a chain-metal basket swoosh

9. Rules? Rules R 4 fools!

No refs to keep Yo Yo from shoving you out of play or Chuck D from stealing the ball by any means necessary

CHICAGO

L.A.

HOUSTON

ATLANTA

NEW YORK

LL COOL J

HOUSE OF PAIN

QUEEN LATIFAH

WARREN G

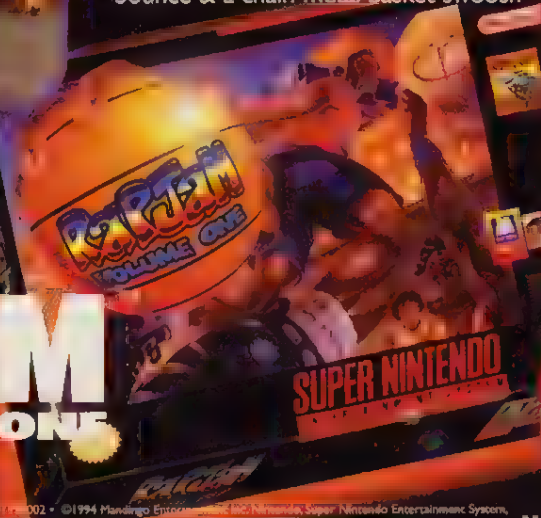
PUBLIC ENEMY

COOLIO

YOYO

ONYX

NAUGHTY BY NATURE



RAPJAM VOLUME ONE

MOTOWN GAMES

BE A GAME TESTER... Tell us why you'd be good at it, or get on our mailing list for free information. Write to: STREET GENIUS c/o Mandingo Entertainment, 345 [illegible] 173, Beverly Hills CA 90210

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MANUFACTURER
CAP DISC
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
NOVEMBER
OF PLAYERS
1 OR 2

ANSWER SOME QUESTIONS AND GET A TOUCHDOWN?!?

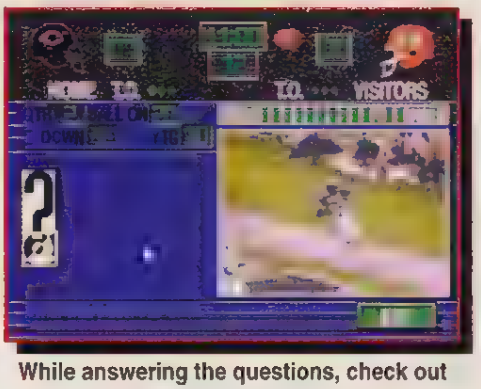
NFL TRIVIA CHALLENGE

Here's something you don't often see in a sports game. NFL Trivia Challenge is based on past and present players from the football league. This knowledge-bowl will test you on how well you know the history of the football league. Pat Summerall will be your commentator and he will give you advice on what to do if you're in trouble with the controls.

The way this game plays is by testing to see if you have the brains to answer all of the questions. The more questions answered, the more yardage you get. The more yardage the better your chance of scoring a touchdown. In greater detail, you gain yardage by getting the answer right on the offense side. If you run out of downs, you may go for it or punt the ball to the other team. You may even make a field goal if you're close enough. First, you have to answer correctly.

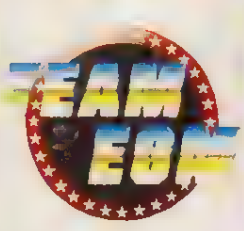
Overall, this is a simple game. It may not be your ordinary hard-hittin', fast-paced football game, but it does provide you some knowledge of football history from the past to the present.

This game should be tried for all you sports trivia buffs!



While answering the questions, check out the cinemas for hints and clues.

SEGA CD



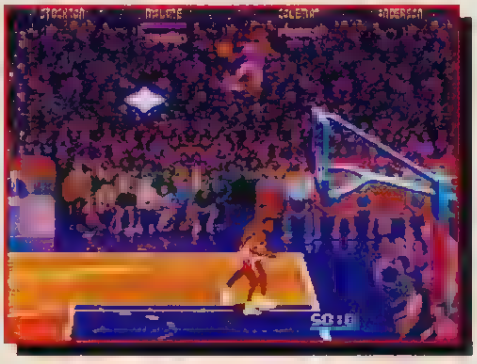
MANUFACTURER
ACCLAIM
CARTRIDGE SIZE
CD-ROM
RELEASE DATE
DECEMBER
OF PLAYERS
1 OR 2

NOW YOU CAN PLAY NBA JAM ON YOUR SEGA CD!

Welcome to NBA Jam. It's time once again to take it to the hoop and hit the hard court. In the best basketball game of all time, this CD version is much like the popular Genesis version, except the sounds are incredible and you get full-motion video during halftime. If you own a Sega CD and you haven't heard of NBA Jam, get with the program!

NBA Jam rocks. This might be as close as you can get to actually playing with the big-time basketball players. Imagine going toe-to-toe with your favorite player! Totally awesome!

There are a few differences in this game including the Match-up Screen and the cool sound effects. The NBA rosters are updated and Chris Webber has been added to the Golden State Warriors and Horace Grant has been replaced on the



TAKE TO THE SKIES AND ROCK THE GAMING RIM WITH JAM

Chicago Bulls squad by B.J. Armstrong.

Another big difference is a feature called Computer Assistance. The way the feature works is, if one team falls far behind, the computer will assist the team and allow it to make the majority of its shots, ensuring a close and competitive game. That sure beats unplugging your friend's controller when he's pummeling you!

The Iceman is on fire when it comes to this game—he really whips me with no mercy. However, I'm getting a lot better at flying through the air and performing the monster dunks. If you enjoy basketball, you'll love NBA Jam.

Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. And remember, don't wear your cleats in the living room.

Batter Up
IT'S A HIT!

SPORTS SCIENCES INC

available for
SEGA™ GENESIS™ and SUPER NES®

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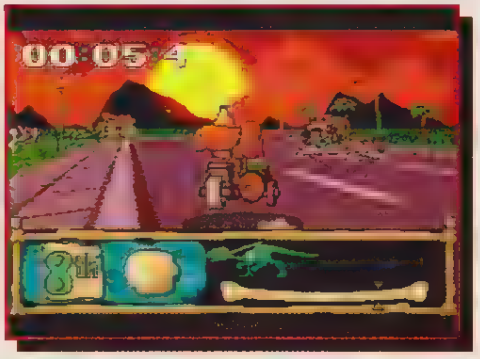
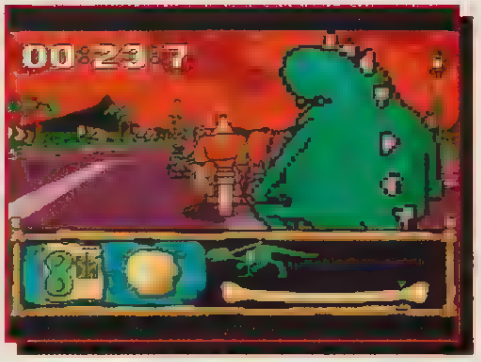
KICK SOME ASPALT

Wonder how races really evolved? Well, this will enlighten your mind a little bit. In this prehistoric racing game you have a tricycle with your lady friend riding shotgun. Race against other wacky dudes, dudettes and overweight dinosaurs. Of course this is not your ordinary racing game, as you can use your fists to punch the other riders to slow them down or knock them into an obstacle. But beware, they have the same fist action to do the same damage to you. Don't inflict too much damage on your bike, as you can wreck and lose the entire race. Remember, don't bump against the other riders if you don't want to trash your bike and become extinct.

As you pass the early courses the tracks get a bit more difficult. Slow down on those nasty turns and take the other racers out of the race with the punches from you and and your mate. A very wacky racing game.

BC RACER





Watch out for the big guys like this one. Try not to bump against the dinosaur.

PIPPEN SHOWING OFF HIS MOVES IN HIS OWN GAME

SLAM CITY with SCOTTIE PIPPEN

for the Sega CD. Your decision-making will take you further in the game and eventually score points on the board. Through the game you'll meet actors like Malcolm Ian Cross as Fingers, Antwahn Nance, actress Dana Wilkerson as Juice and many others. The main purpose of the CD is to win a basketball game against these street pros. Throughout the game you'll get trash talk from these people as well as some advice on how to win the game.

As you can see, this is an interactive game in which your decisions will result in different video cinemas. This game is packed with awesome cinemas. Number 33 is in rare form here!

Scottie Pippen is just one of the street basketball crew.

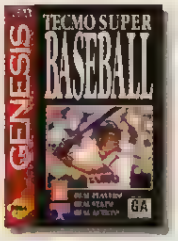
Here we are again with Slam City with Scottie Pippen. If you read *EGM* #63, you noticed we only had two pics at that time. Thanks to Digital Pictures we can show you more of this exciting, full-motion video game starring Scottie Pippen.

Let me tell you what you missed before. The game flows similarly to Prize Fighter

TECMO® GAMES ARE FOR TRUE SPORTS FANS!

If you're a true sports fan, you deserve the quality of Tecmo Sports Games. Every possible detail from the actual sport has been incorporated into every Tecmo game.

ALL TECMO® SPORTS GAMES FEATURE:



- Tecmo's unique menu driven environment.
- Genuine player baseline stats.
- Real players.
- Real game schedules.
- Player injuries.
- Create your own star teams from real players.
- Battery Season Saver.
- Instantaneous statistical update.
- Team & player rankings & stats.
- Changeable team line-ups.
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- Play tournament style.
- Player substitutions.
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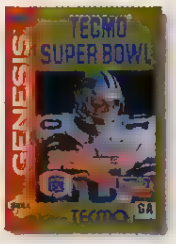
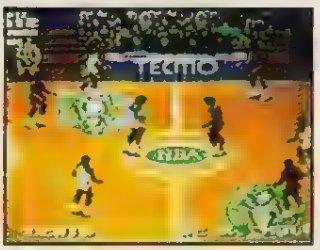
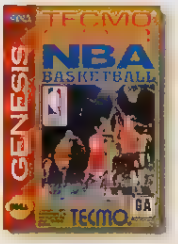
- Regular, reduced or short seasons.
- Computer vs. computer simulation mode.







WE KNEW WE HAD A GOOD THING WHEN WE MADE IT.

Once you've learned how to play one Tecmo® 16 bit Sports Game, you will know how to play any Tecmo® 16 bit Sports Game. Tecmo's unique menu driven environment makes controlling all aspects of each sport easy. So whether you just want to play a practice game, or play a whole season with a squad of friends, Tecmo® 16 bit Sports Games deliver.

GAME HINT: *The more you know and understand about your favorite sport the more successful you'll be playing Tecmo Sports Games.*

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SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS™

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TECMO SPORTS

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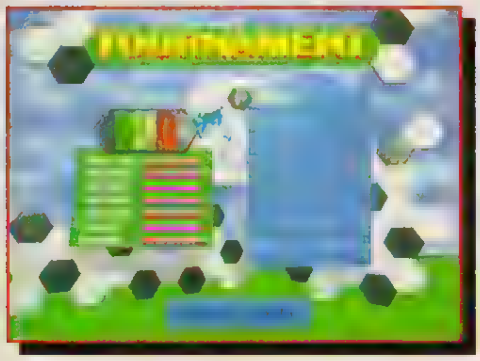
GA
Appropriate for all audiences.

FIFA SOCCER

FIFA SOCCER LOOKS TO BE A WINNER ON THE 3DO



Ever since FIFA Soccer was released on the Sega Genesis and Sega CD, I've wondered how it would look like on the 3DO. Thanks to Electronic Arts, my prayers were answered.

Using the capabilities of this 32-Bit system, the perspective of the game changed, such as the different views, rotation and scrolling of the field and players. Unlike other soccer games, you have the option to choose from seven different angled views of the field. Some views are helpful in finding your players on the field easily and others are good to be close to the action and really feel what's happening on the field.

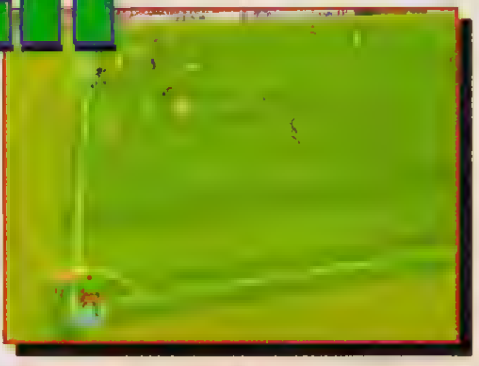
Within the game you'll get actual footage from around the world of games that have been played. This adds some spice to the game. You'll experience CD-quality sounds.

You have all of the international teams to choose from to compete in the exhibition, the tournament and in the championship. The tournaments are based on brackets just like the real thing. As you win, you gain points. At the end of the rounds, the computer will decide who will advance to the next round and reach the championship based on the points you received during the tournament. During these modes you can organize your strategy, coverage, formations and make substitutions during the games. Goalies have markers to use to guide their kicks and throws to the other players. Watch out for the corner kicks of the other team. It can get tricky trying to figure out where they will be kicking the ball.

Actions of players are pretty cool to watch. If you put the view to the Ball Cam, you can get closer to the action and really see what the players are doing.

Invite your friends over because you can play with up to six players at one time. The more players, the better it will be. This is a totally awesome game. Our thanks to you, EA, for bringing us such a great soccer cart!

Awesome perspective! Choose from seven different angled views of the action.



This game is filled with a ton of moves. Do a bicycle kick to smack the soccer ball through the defender's line.

BRUTAL

Paws of Fury

SNES

SEGA GENESIS

SEGA CD

Available at your local retailer or call 1.800.GAMETEK. Phone 24 hours a day, 7 days a week. Visa and Mastercard accepted.

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new game. It's so cool, it's Brutal.

CYBERSOFT

SEGA

GAMETEK

Official Nintendo Seal of Quality

Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences

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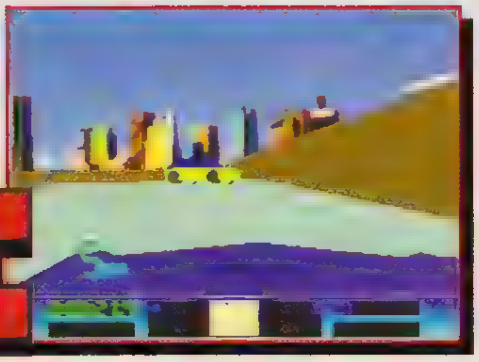
MANUFACTURER ATARI
CARTRIDGE SIZE 16 MEG
RELEASE DATE NOVEMBER
OF PLAYERS 1 OR 2

RACE FOR TIME OR PLAY IT



CLUB DRIVE

Last seen in *EGM* #57 as a Special Feature, we now have a completed copy to show you more information on this fast-paced, polygon-graphics racing bonanza.

This is not your ordinary racing game. There are several games involved in it. If you're a speedster, play the regular game picking up Power Balls. See how fast you can collect them all. First choose from four different scenarios. Each has different obstacles and ramps for you to ride on. Second, pick your car and its color. There are several other options you can pick from the Option Mode. If you master picking up balls you may have to invite a friend over and play "it" by racing cars around the scenarios trying to catch the other driver. Or you can either race around the track trying to get the fastest time around.

This game will please racing fans.

MANUFACTURER PHILIPS
CARTRIDGE SIZE CD-ROM
RELEASE DATE NOVEMBER
OF PLAYERS 1 OR 2

WALK THROUGH THE HALL OF FAME AND CHAMPIONS

If you like to know more about the history of football, get this CD.

Walk through the Hall of Fame and Champions, finding out more information on the greatest football players ever. When you go inside the building you'll meet your guide who will help you through the documentary. As you choose your directory you'll be able to pick certain positions of players such as defense and offense. After choosing, it will go deeper into separate categories where you can choose different players and see them as well as video footage of them strutting their stuff.

The exciting thing about this CD is that you can walk around the Hall of Fame and practically see everything without spending money to get there. But, it's still nice to spend some time there and see the real thing if you have the chance.

So, if you're lacking some knowledge about the history of football and want to fill up some brain cells, try out this documentary and see for yourself if you know everything already. Nice addition to the CD-i.

NFL HALL OF FAME

NFL HALL OF FAME BY PHILIPS

Graphics ★★★★ Playability N/A
Sound ★★★★★ Realism ★★★★★

Even though this is not a hard-hitting action game, it is nice to know more about the history of football. The layout of the Hall of Fame is something to see. The actual video footage of players is cool and should not be missed. This CD will broaden your knowledge of the history of football and then some. Hey, it doesn't hurt to learn more every day.

90% Iceman

Graphics ★★★★ Playability N/A
Sound ★★★★ Realism ★★★★★

It's not really a game, but football fans will enjoy taking a trip down memory lane with a historic look at the game, learning about those players who made the NFL what it is today. Fans will also learn about the great teams of the past and coaches like Tom Landry and Vince Lombardi among others. If you like the NFL, it's worth a look.

70% Video Cowboy

Are You Up To Wearing The Hat?

Indiana Jones'
Greatest Adventures

PLAY THE TRILOGY

RAIDERS OF THE LOST ARK

THE TEMPLE OF DOOM

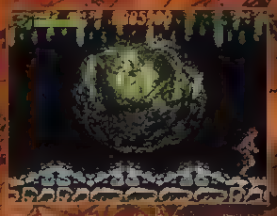
THE LAST CRUSADE

Just because you can name all the bad guys from the Indiana Jones trilogy doesn't mean you've earned the right to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!

It wouldn't be Indy without Mode 7 graphics... When, Dr. Jones, look out for those Messerschmitts!



You'll need your Indy ingenuity to survive the likes of Rene Belloq, Colonel Vogel and all those spooky types.

Raiders of the Lost Ark... Temple of Doom... The Last Crusade... three adventures. All you!

JVC

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MANUFACTURER
TIME-WARNER
CARTRIDGE SIZE
4 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

PGA TOUR GOLF 2

TEE UP WITH PGA TOUR GOLF 2 ON THE GAME GEAR

It's another great year for Game Gear fans who are searching for a PGA Tour Golf game. In this version you'll notice a great difference from the predecessor as this one has been enhanced in graphics and sounds. Don't let me spoil the fun—there are many more features and options that your eyes will crave.

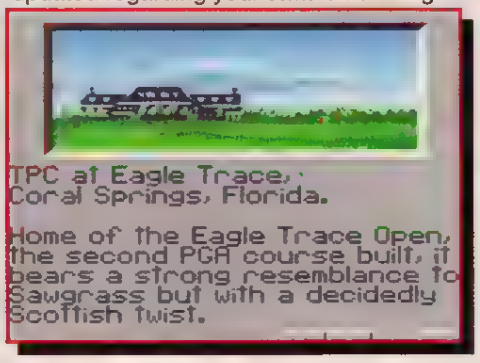
First, in this newest version you have more courses to work with. At the clubhouse you have an option to test out the course on your driving range and putting skill. The courses are mapped from the actual courses that they are modeled after. Before going on the green you'll have to pick your wood and irons.

In the process of golfing, pros will guide you through the courses, giving you advice on how to attack the hole from different angles. During this sequence an overview of the hole will be shown to give you more information about the game.

Lastly, pick the right club or iron to compensate for the wind and distance of the green or hole. As you swing your club or iron, concentrate on the power of your swing, utilizing your hook or slice technique. Throughout the game, you'll be updated regarding your stats on scoring at each hole.

Play against three other players and battle it out on the courses to win the big money prizes.

Here in the clubhouse, you'll pick from the various options available.


TPC at Eagle Trace,
Coral Springs, Florida.
Home of the Eagle Trace Open, the second PGA course built, it bears a strong resemblance to Sawgrass but with a decidedly Scottish twist.

FULL THROTTLE RACING BY GAMETEK

Graphics ★★ Playability ★★
Sound ★★ Realism ★

Huh? What did I just play? I was hoping for the best, but I guess I was way off on my mark. I totally lost it with the controls. While trying to control my bike, it was really hard to appreciate the surroundings. This is definitely a rental first for you people who are still interested in checking out this jetski and motorcycle combo game.

63% Iceman

Graphics ★★★ Playability ★★
Sound ★★ Realism ★

This game has a little air in the fuel lines. From start to finish this game runs out of gas. The graphics are okay and the colors are vivid. Some of the animated sequences with the other motorcycle drivers are cool. But when you can go off the track and still stay on top of the water, give me a break. This one lands in the drink and isn't that much fun to play.

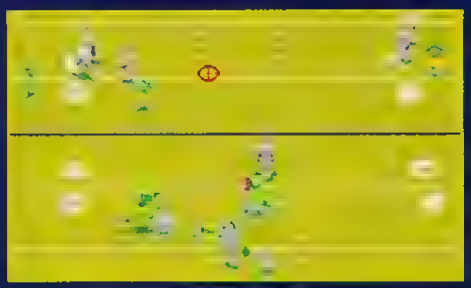
59% Video Cowboy

NFL '95 BY SEGA OF AMERICA

Graphics ★★★ Playability ★★★★
Sound ★★★ Realism ★★★★

I've been a fan of the Sega Sports football games and this is a very welcome arrival. The new features, like being the receiver, and the new perspective of the field is excellent. It's always good to have new features in sports games. I wouldn't be surprised if this is the best football game of the year. Another great season for the Sega company!

87% Iceman



Graphics ★★★★★ Playability ★★★★★
Sound ★★★★ Realism ★★★★

In this year's run to the Super Bowl of gaming Sega Sports was an underdog. But this game gives them a bye into the finals. This could be the best football game of the year. Gamers can choose to control the wide receivers and dive for the ball, sprint away from tacklers or spin out of traffic. If you love fine football games, then this game scores a touchdown!

92% Video Cowboy

THE DEATH AND RETURN OF SUPERMAN™

Now For SEGA Genesis Too!

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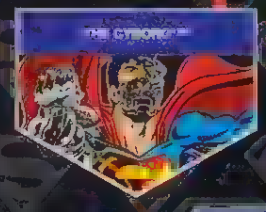
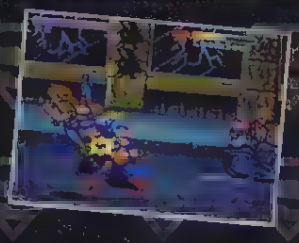
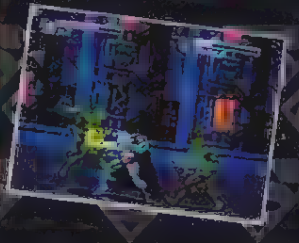


SUNSOFT

The Super NES Game from Sunsoft™

Available Now!





SUPER NINTENDO ENTERTAINMENT SYSTEM

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THIS WAS NOT A WINDSHIELD. THIS

WAS A TV SCREEN.

SOME RACING

GAMES ARE MORE

IN YOUR FACE

THAN OTHERS.

STREET RACER™

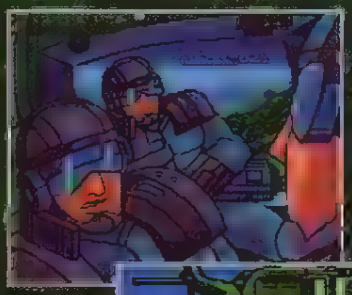
COMING THIS NOVEMBER
FOR THE SUPER NES®.

LICENSED BY
Nintendo®

FACT FILE
JURASSIC PARK 2

MANUFACTURER	# OF PLAYERS
OCEAN	1 OR 2
DIFFICULTY	AVAILABLE
HARD	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	18
THEME	% COMPLETE
ACTION	92%

This is one game that you should play with someone else because using team tactics helps in every mission.



You and your fellow missionaries prepare to drop on to the island!

Beautiful cinemas followed by some of the best voices ever heard on the Super NES reveal the intense plot line and give you your mission.

The evil commander in chief of the Biosyn Corporation plans to overthrow your corporation for control of Jurassic Park!

GUIDE TO THE ICONS

A reliable weapon to use.

Use for a burst of firepower!

Sprays a barrage of bullets!

Charge for added power.

Put 'em to sleep with darts!

The most powerful stun weapon.

Select from more than 12 missions!

THE GOOD
This game combines the fun of the first adventure with a Contra-Blackthorne style of action.

THE BAD
Some of the hits you must take to advance in certain levels.

THE UGLY
Even thinking of trying to stop a T-Rex single handedly.

JURASSIC PARK™ II THE CHAOS CONTINUES

Just when you thought everything was back under control at Jurassic Park, an evil organization known as Biosyn attempts to seize control of the island by brute force! Now it's up to you (and a friend) to keep the land from utter chaos! I really enjoyed the beautiful backgrounds that scrolled throughout this game as well as the blood-curdling screams of the Raptors on the island. This game is both very involving and just plain fun to play, which seem to be a rarity these days. Grab a friend and welcome to Jurassic Park! Well, if that is!

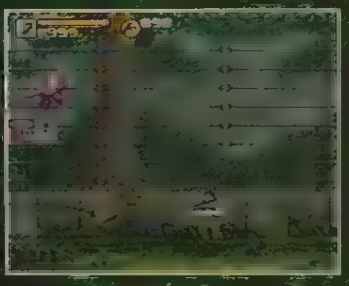
THE RAPTOR ATTACK

The terrain of Jurassic Park will take you all over the place, from swinging from a vine to climbing a huge mountain! So grab your trusty rifle and defend the island!

The only dinosaurs that you can get away with shooting are the Raptors.

Enter the Raptor-infested head-quarters and try to gas them out!

Better start building up those arm muscles!

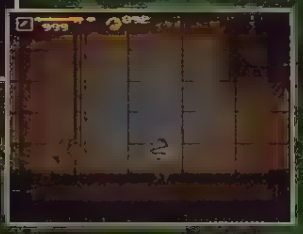


Observe the color of the Raptors. The lighter shade of green, the weaker they are!

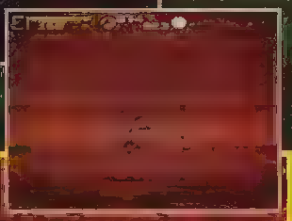
When fighting dinosaurs or people, try to find a safe spot to fire from. Keep looking because there are a few of them.

Beware of the electric fences in Jurassic Park because some of them are still active!

Sometimes it just takes a leap of faith to see where you will end up. Be prepared for anything.



Flip the self-destruct switch and then scramble out of there!



You've got 40 seconds, kid!

EMERGENCY!

Just when you thought everything was fine, you get a call to rescue a marooned scientist!

Be prepared to face a whole platoon of Biosyn soldiers whose only orders are to eliminate you!

Beware of the double team by the enemy or you might lose your face!

Flamethrowers will bring you to your knees!

Alright! This mysterious-looking fellow is the man you've been looking for!

T-REX CARNAGE

Tranquilize the Raptors in order to stop their rampage.

A T-Rex has been spotted wreaking havoc around the park.

Remember that to keep the population of Jurassic Park stable, you must only shoot the Raptors and stun everything else.

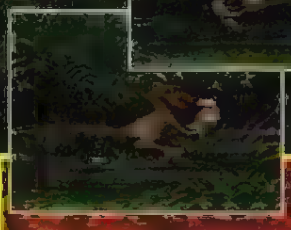
It would be in your best interest to jump on this jeep while you still can!

If you're in a hurry, simply jump over the dinos.

Keep firing your weapons at the T-Rex to keep him away from the jeep!

On your way to hunt the T-Rex, try to grab as many ammo icons you can because you'll need all you can get!

The Raptors hunt in packs, so be careful!



Watch out for their lunge attack!

While shooting down enemy soldiers, keep your eyes peeled for little red arrows that appear to let you advance!

EMERGENCY!

There's one! The rooms in this stage are like a maze so try not to get lost!

The Biosyn mercenaries have cut off the power to the incubators! You must get auxiliary power to them!

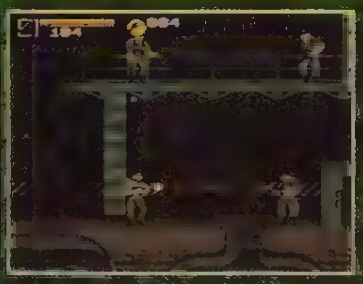
Don't pay too much attention to the types of dinosaurs in here because time's running out!

Watch out for traps after you finish climbing.

You've got only a few moments to find the auxiliary units before the embryos die!

THE BLOCKADE

Your enemies start to use advanced fighting tactics like the one above. One will fire a flame-thrower while the other will charge at you!



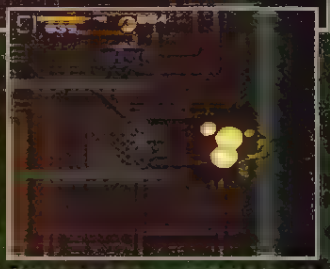
Try not to get caught fighting more guys than you can handle at once!

Take advantage of the fact that you can fire over your head!

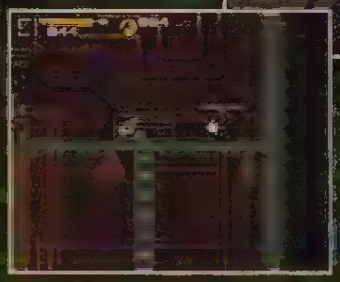
Look for helpful icons behind the fans!

Avoid going head-to-head with an enemy flame-thrower!

The backgrounds in this level are more than just good looking. If you're not careful, you'll get burned by steam from the machines!



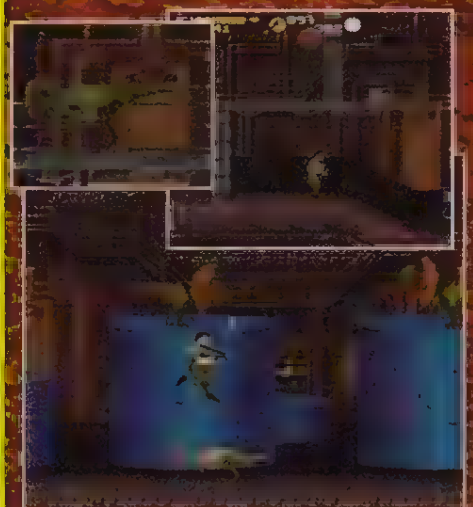
Use the old, Contra-style approach to attack these rocket launchers! Otherwise, you might be in for a nasty surprise, and a long fall!



The levels start to get pretty complex with its many rooms and floors to each level. Some even have more than one way to go!

Just what you needed, a flame-throwing end Boss!

EMERGENCY!



Even the dinosaurs start to learn new ways to attack! Watch out for their ram attack!

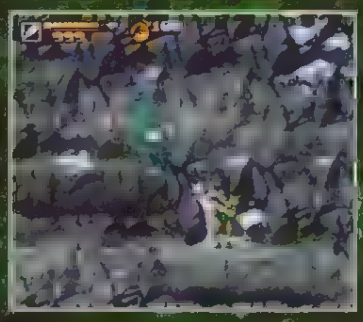
The auxiliary power is beginning to fail. You must activate the generator!

Better move—you don't have much time!

A sharp-shooting gunman helps the Boss of this level.

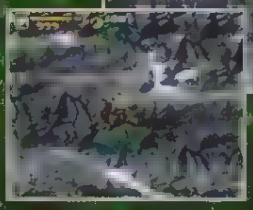
You must crack the code to reactivate the main power generator and save all the embryos!

HIGH PTERA



Take out this rock column to advance up the left side of the mountain.

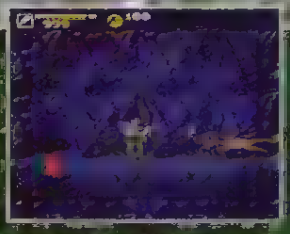
Watch out! The darker bridges collapse!



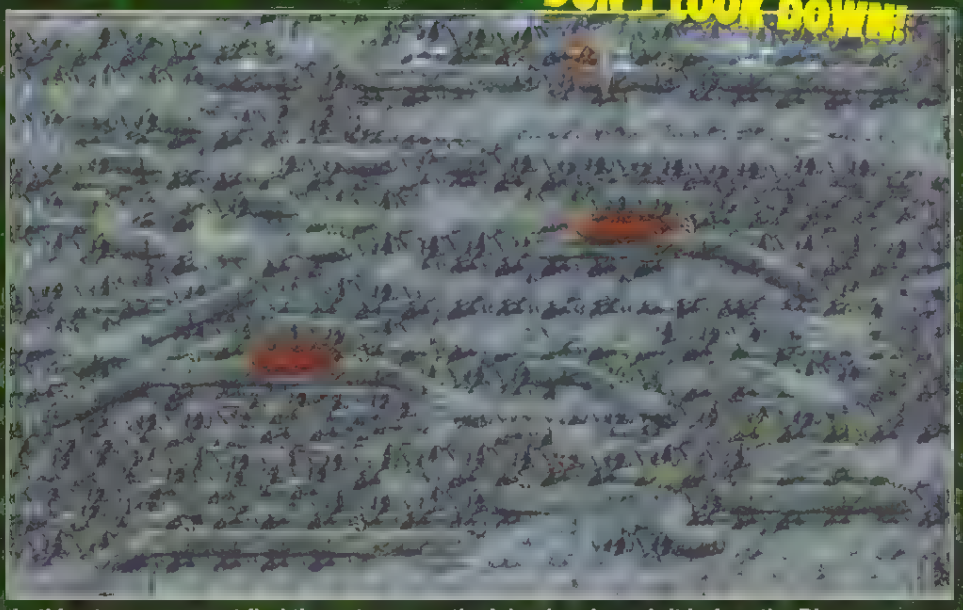
Boulders will fall from time to time.

Wherever there are eggs, you'll usually find the mother close by, so be careful!

Enter the caves with arrows pointing to them. You just might find a whole lot of ammo icons and health bonuses!



DON'T LOOK DOWN!



In this stage you must find the antenna on the island and repair it before the Biosyn soldiers do something even more damaging! This is not an easy task. On your way you'll be confronted by fool soldiers, falling boulders and flying Pterodactyls!

When you start to see snow, you know you're almost to the top!

Talk about a dead end!

EMERGENCY!

After requesting supplies for your mission, Biosyn intercepts your request and plans to take the equipment.

Here comes the cargo ship! They'll drop some items to help you on your mission!

Take cover when you're outnumbered!

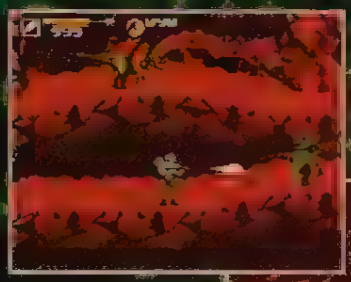
Some enemies are just too stupid.

SEEK AND DESTROY!

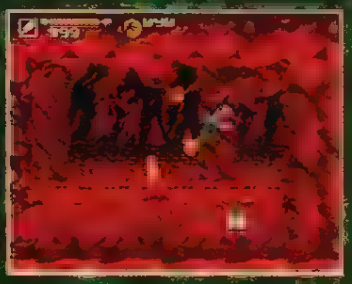
As you may have come to expect so far in this game, you simply cannot trust any bridge that you cross over.

Don't get too cocky when taking out Raptors.

Though it may look like a dead end, there is actually a ledge below you!

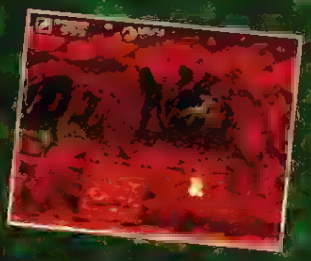


Charge your stun gun for maximum firepower!



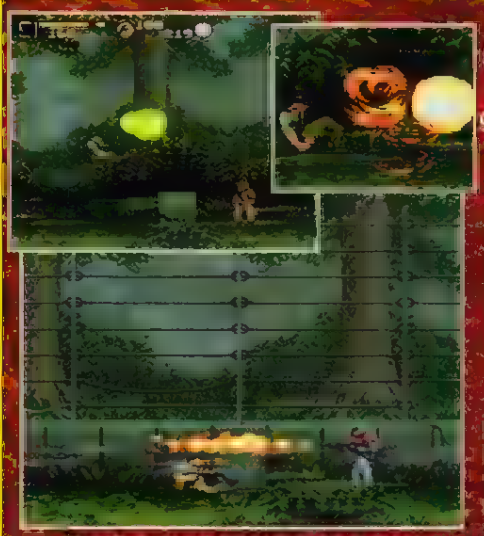
Be sure to survey the area before making any sudden moves toward icons.

Don't get too excited over a Triceratops—this one doesn't seem too happy to see you!



Eureka! You've found the Raptor eggs! Now blow this place!

EMERGENCY!



Ducking shots works against most enemies, but be careful not to get pinned!

As if you didn't have enough problems, now you've got a traitor in your camp! Track him down before he can escape!

Of all the soldiers you had to meet!

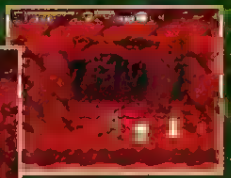
Prepare to enter the volcano!

There he is! You must catch him before he can escape to Biosyn with the stolen documents regarding Jurassic Park!

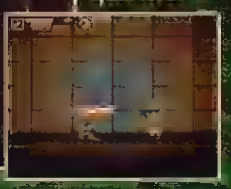
IT'S NOT OVER YET!

Protect the Gallimimus from Biosyn.

One down, five to go!



Diffuse the bombs underneath the volcano!



Attack the Biosyn headquarters!

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SUPER NES

WOLVERINE
ADAMANTIUM RAGE

A strange message takes Wolverine on a hunt for information about his past. His search begins in the Rockies at the secret WeaponX laboratory. Wolverine will have to use all of his abilities to find some answers. Using a combination of both street fighting and martial arts, Wolverine usually comes out on top. This time though, someone is out to stop him from digging too deep. Claw your way through a ninja training camp, the streets of downtown Tokyo and The Inner Circle of Shinobi Shaw. Shaw has hired one ugly group of mercenaries, who include Lady Deathstrike, Destroyer Program and Bloodscream. These villains don't mess around, so be patient if they seem impossible. Use the health pick-ups and invincibility to your advantage to get through the levels easier. Climbing walls and clinging to the ceiling are good methods to avoid damage. Wolverine has never been one to run away, so maybe you'll do what I did, break out those Adamantium claws and go to town ripping anything that stands in your way!

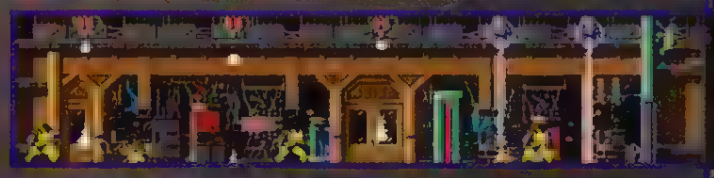
Wolverine is a mutant with the unique ability to heal himself over a period of time. In addition, a thought from his mind can produce razor sharp claws.

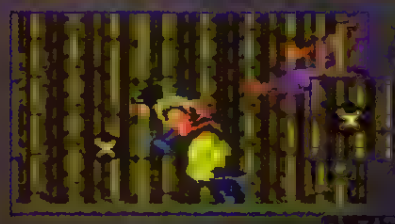
FACT FILE
WOLVERINE ADAMANTIUM RAGE

MANUFACTURER	# OF PLAYERS
ACCLAIM	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	7
THEME	**% COMPLETE**
ACTION	100%

Defense droids and mounted ceiling guns are just some of the obstacles you must get past during this level.

Use these elevators or your claws to explore the underground laboratory. Keep your eyes open for guards; they have orders to shoot to kill.





HEALTH PICK-UP: Picking up this black sphere with the X on it will partially restore Wolverine's health.

100% HEALTH PICK-UP: This Wolverine head icon will restore all of Wolverine's health. Get them when you can!

INVINCIBILITY PICK-UP: After you pick up this black sphere, Wolverine will become temporarily invincible.

Shinobi Shaw is the key to Wolverine's past.

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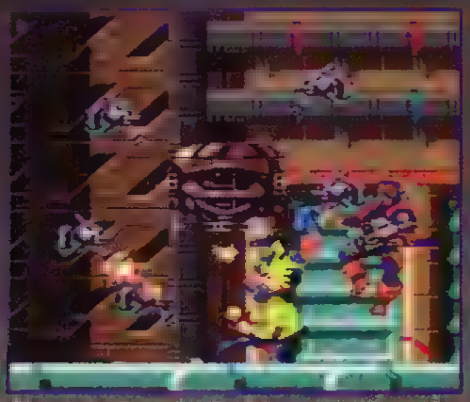


Use your claws to slash your way through the laboratory's defense droids. They keep coming, so get passed them fast.

THE GOOD

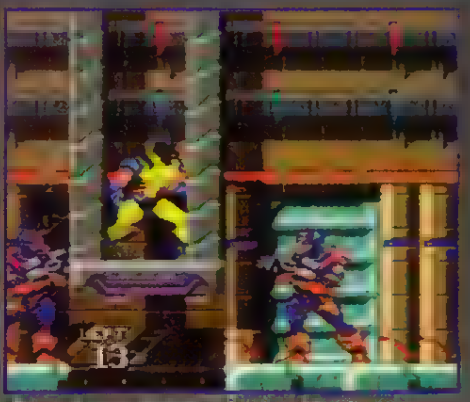
There is just something about getting up in the morning and tearing somebody limb from limb.

THE BAD

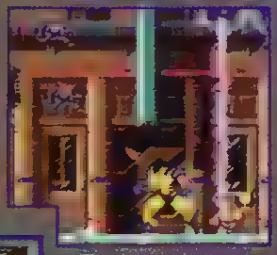
You would think those claws of his would do more than just knock the enemies back.

THE UGLY

Have you ever seen Wolverine get angry? I rest my case.

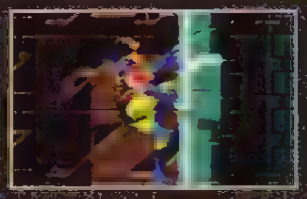


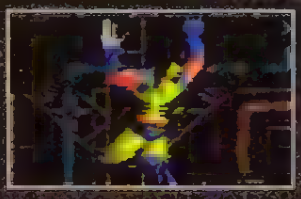
Another security guard is mind in the way. Not even these robots will get in Wolverine's path.

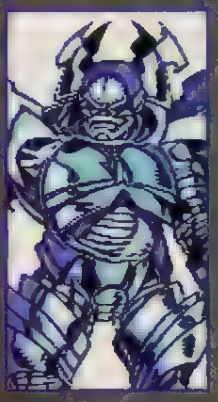


There must be a way past these.

One of Wolverine's attributes are a set of Adamantium claws that are controlled by his mind. When needed, they emerge from his forearms. Convenient for climbing and crossing ceilings, these tools will assist Wolverine in bypassing traps set to stop him. They provide an adequate defense and great means of tearing his enemies to shreds. From slashing to uppercuts, the talons get him through almost anything.







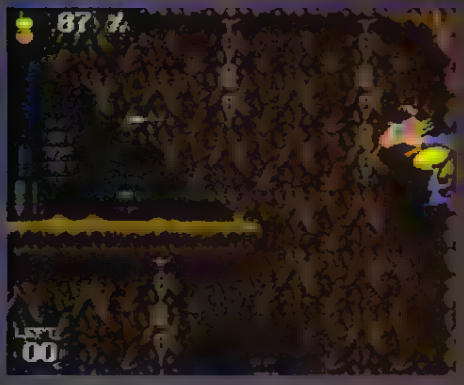
Destroyer Program must be defeated to find out where Wolverine needs to go next. Avoid the flame spurts from the ceiling and then tackle this metal monster. Destroyer is most vulnerable when he's recharging his weapon systems.

The Ninja Training Camp

The message at the laboratory sends Wolverine to Japan. Here he must claw his way through a ninja training facility. These ninjas don't just carry your typical swords—some are equipped with flamethrowers! These guys pop up everywhere, from the bamboo forest to dojos. Tri-Fusion and Lady Deathstrike await, if you can get past poison darts, bamboo spike traps and an endless army of silent assassins.

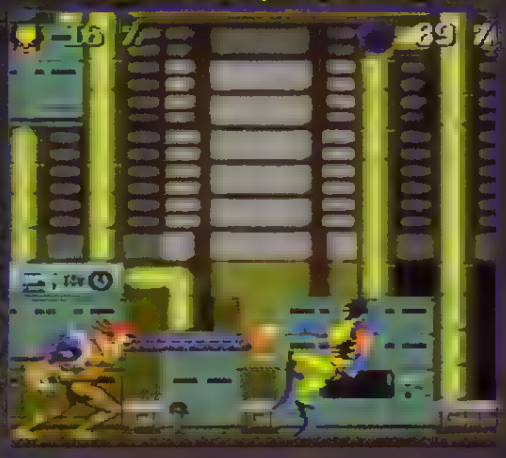
Punch, kick and throw the ninjas as you try to survive the terrors of this level.

To Fusion's theme is one Marble, Shiken and Shard make up this deadly group of assassins. Start out battling Marble, but after a few hits he will morph into Shard. The same thing will happen with Shard and he will turn into Shiken. These guys don't mess around. Try to figure out their attack patterns to defeat them. If you can, try to avoid contact to restore your health meter. This is one tough fight for Wolverine.



Lady Deathstrike is a cyborg trained in the traditional samurai fighting method. If you can reach her, be ready for quite a fight. She will attack quickly using her foot-long Adamantium claws to try to tear you a new ventilation system. Watch carefully and you might be able to figure out her Kenjutsu fighting style. She knows who's behind this, if you can beat her.

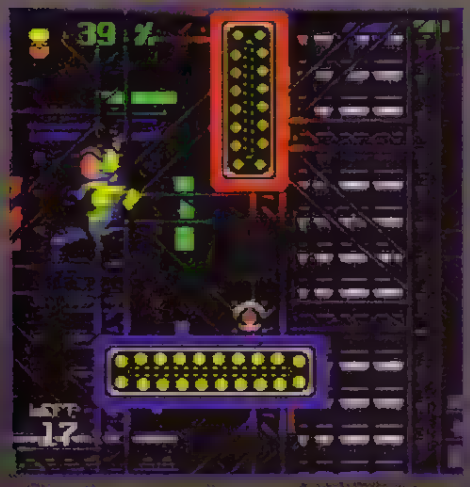
LADY DEATHSTRIKE



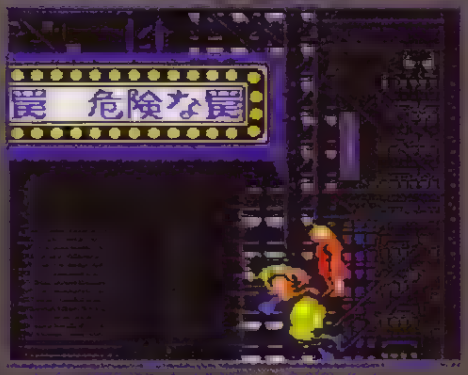
Hack Through Downtown Tokyo

Look out! These lobbers and their bazooka stand between you and getting through the city.

The next boss is Chopper Mullins. Like Wolverine, that he'll be having company soon. Time to kick some butt.



Use these neon signs to reach the top of the buildings. Be careful or you might get electrocuted.



Elsie Dee isn't just a little girl, she's a walking time bomb. Spend too much time on a level and she will track you down.

These helicopters are everywhere. The soldiers all come at once, so your best bet is to strike quickly.

Tangle With Geist And Bloodscream

At the end of this level you must do battle with Geist and Bloodscream, two of Shaw's nastiest henchmen. Geist attacks first, firing with his cybernetic arm and tossing tracking bombs in your path. Get in close for your best chances of defeating him. It's not over yet. Bloodscream is waiting for the opportunity to drain the lifeforce from an unsuspecting victim. He's quick and comes at you with agility and razor-sharp talons.

THE PREGAME

Create an icon or character or just write your name with the pen tool.

You can also view every aspect of the game in the Demo Mode.

CONTROLLING YOUR SHOTS

NORMAL AIM
Regular short-range path of your current aim.

LONG AIM
This is just a longer path of your current aim.

CHIP AIM
This shows you the path of Kirby in flight.

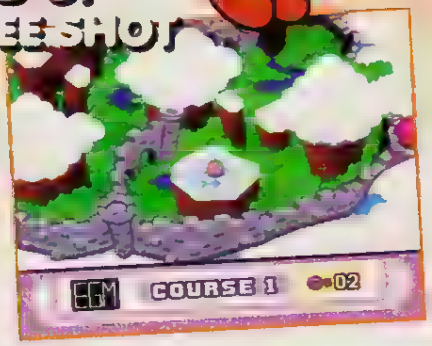
Now pay very close attention to how you control your shot.

HOOK/SLICE
Kirby doesn't have to be hit straight. He can go around corners as well.

CHIP SPIN
You can control where Kirby bounces after he lands.

WORLD OF KIRBY'S TEE SHOT

You will get a bird's-eye view of the world of Kirby's Tee Shot. Here is a view of the first course. More will be revealed as you progress through the game. Are you good enough to clear all eight courses?



Think you're good? Try to get a hole in one. If you do, you will be rewarded with a 1-Up!

KIRBY'S TEE SHOT

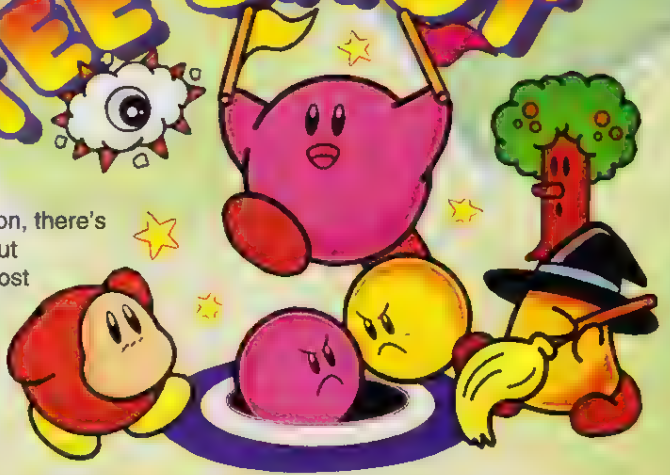
Kirby returns in a brand-new video game! This time he turns himself into a ball and lets players whack him around a fantastical world of video golf!

There are a total of eight different golf courses, each one increasingly more difficult than the one before it. Within each course are a variety of geometric planes filled with creatures and obstacles Kirby must encounter in order to complete the hole.

Players must guide Kirby around each plane and touch each character until the hole is revealed. Doing this takes precise timing and patience as there are also obstacles that hinder Kirby's progress. Oh! Don't forget that Kirby can also fall off the edge of a plane.

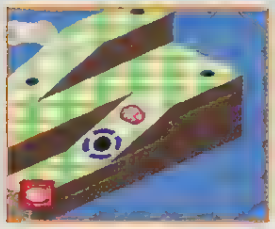
If you're in the mood for a little one-on-one action, there's also a cool Two-player Mode where you battle it out against another guy to see who can collect the most stars in an eight-hole course.

All in all, this game has something to offer every gamer. It has great graphics, a charming character and it's pretty darn fun!



CHECK OUT KIRBY'S COOL ABILITIES! THEY'RE NEAT-O!

ROCK
Use to stop on flat surface or slide slowly.



FLOATER
Lets you float slowly down into the hole.

FLAMER
Briefly soar over long gaps in the course.

SPIKEY
Allows you to stop in place on the steep hill.

SPINNER
Turn into a tornado and spin toward the hole.

WHEEL
Allows Kirby to speed across sand and water.

ROCK
Blast through trees, spikes and clouds.

FLYBOY
Jump over trees, spikes and clouds.

SNOWY
Freeze water and slide safely to the other side.

UFO
Fly over any terrain and land on any spot.

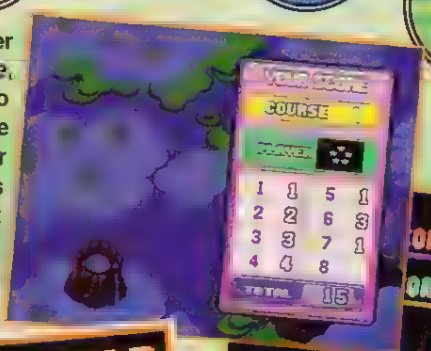
There are plenty of cool power-ups I can use. Just look at the many things I can do with them! Neat, huh?

THE GOOD
Great graphics and cute sound effects! Oh yeah! The game play isn't too bad either.

THE BAD
The controls take a little getting used to. After you get that down, the game is loads of fun!

THE UGLY
Nothing really. There are plenty of cute and adorable characters. Heck, even the bad guys look cute!

After each hole, players will get to see how they are doing with their scores. If the game was a good one, they will get a neat animation with Kirby. You can also see your rankings.



FACT FILE
KIRBY'S TEE SHOT

MANUFACTURER	NINTENDO
# OF PLAYERS	1 OR 2
DIFFICULTY	MODERATE
AVAILABLE	1ST QTR. '95
CARTRIDGE SIZE	8 MEG
NUMBER OF LEVELS	N/A
THEME	SIMULATION
% COMPLETE	95%

Course 1 Hole 1

This is an easy hole in one! Just aim toward the top head character and hit Kirby at 75 percent power. He will bounce right in!

Course 1 Hole 2

Aim at the circle with the arrow, which will direct Kirby toward the other two heads to easily set up for two shots!

Course 1 Hole 5

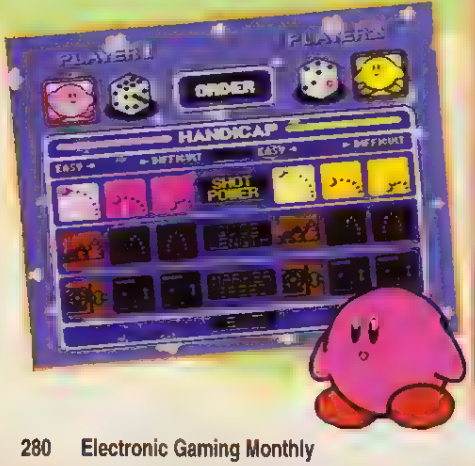
This is another easy one! Do a big chip shot over the caped character and spin back toward the other side. Use the Cape power-up over Spike and you're home free!

Course 1 Hole 6

Use the umbrella to float right into the hole!

EVEN THE SCORE!

Players of varying skills can still play an even match, because Kirby's Tee Shot allows them to access a Handicap Screen where they can adjust the difficulty of their shots and the bounce of the ball. The speed of the power meter can also be adjusted.



Head 2

Ready for a little head-to-head action? Kirby's Tee Shot offers gamers the opportunity to play against each other with up to four different courses!

WISPY WOODS

This is a simple course that teaches you the basics.

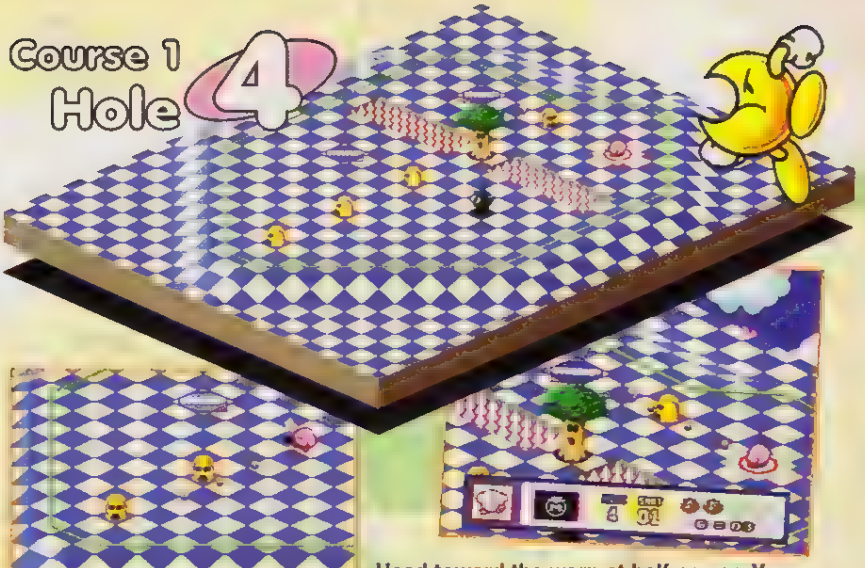
MR. SHINE & MR. BRIGHT

Things get tough quick, as there are lots of varying obstacles!

Course 1 Hole 3

Follow the arrows to set up for a shot on the hill.

Course 1 Hole 4



Head toward the warp at half power. You will appear on the other side, all set up for a nice straight shot!

Course 1 Hole 7

Bounce right off the water and head for the end for a hole in one!

Course 1 Hole 8

When you get to the end, avoid the warp tile!

2 Head

As with most games of any kind, the difficulty of the courses in Kirby's Tee Shot becomes increasingly harder with each succeeding course!

KRACKO

Look out for storm clouds that may strike lightning at Kirby!

GORDO

This is the toughest of the four courses—there are plenty of steps!

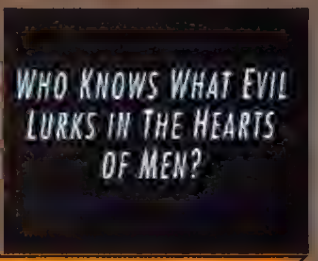
END OF MATCH

Check the scores at the end of a match, and get a cute little animation from Kirby!

THE SHADOW

FACT FILE
THE SHADOW

MANUFACTURER	# OF PLAYERS
OCEAN	1
DIFFICULTY	**AVAILABLE**
VARIABLE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	25+
THEME	**% COMPLETE**
ACTION	20%



Is the city really doomed? Can this madman be stopped? Will The Shadow stand triumphant? We shall see. Let the game begin!

THE GOOD

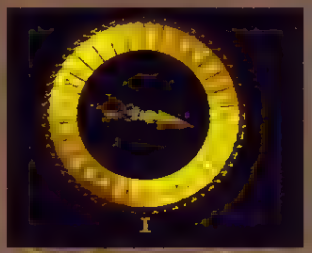
The concept of good versus evil makes a strong story line and the moves are a definite plus.

THE BAD

Although the level backgrounds do change, the game becomes repetitive after a while.

THE UGLY

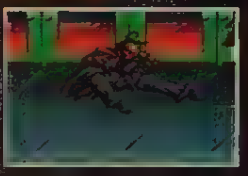
Another victim of Final-Fight syndrome—the side-scrolling, one-man army fighting game.



LOOK AT THESE KILLER MOVES!

The dash is a good attack for rushing in.

Devastate is helpful when surrounded.



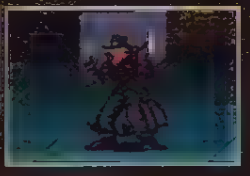
The jump kick is an effective long attack.

Pick up the scenery and throw it.

If they get too close, toss them out!

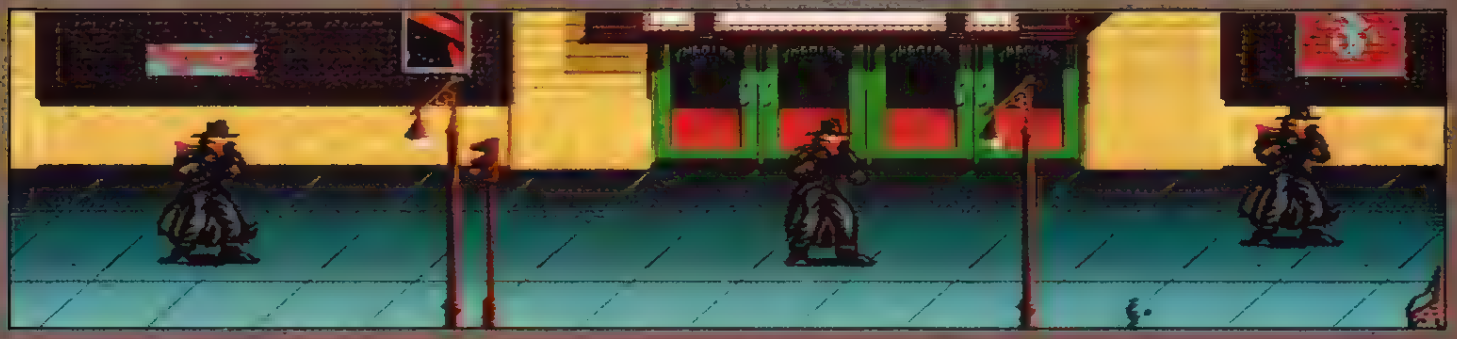
The uppercut delivers a bloody lip.

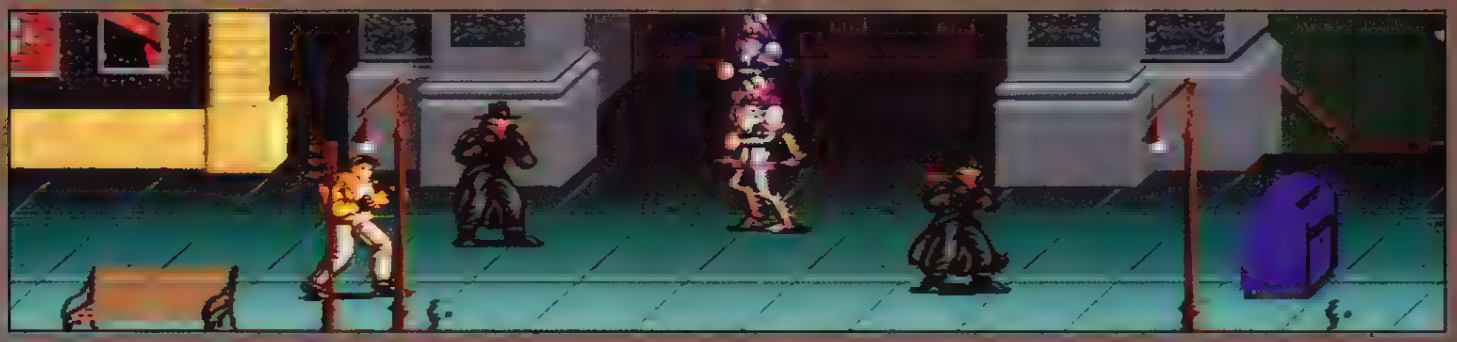
An alternative to the throw is the knee. Good killer move.

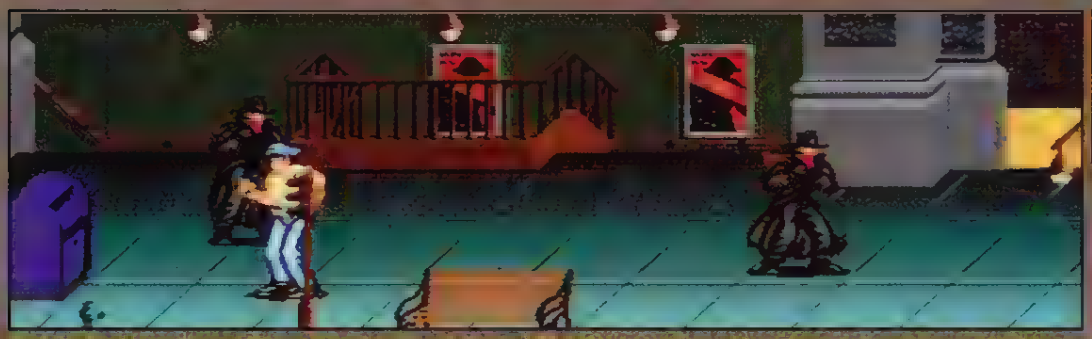


The gun kicks some butt! Blow those enemies away!

LEVEL ONE: TIMES SQUARE







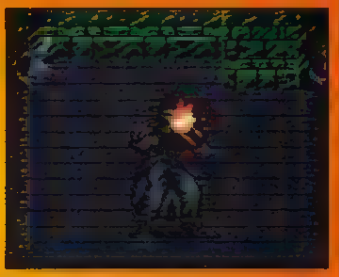
LEVEL 1 BOSS

This guy is packing serious artillery. Shoot him and then [illegible] times in the game. Learn some strategies and use them liberally.

This guy is packing serious artillery. Shoot him and then [illegible] that you have left.

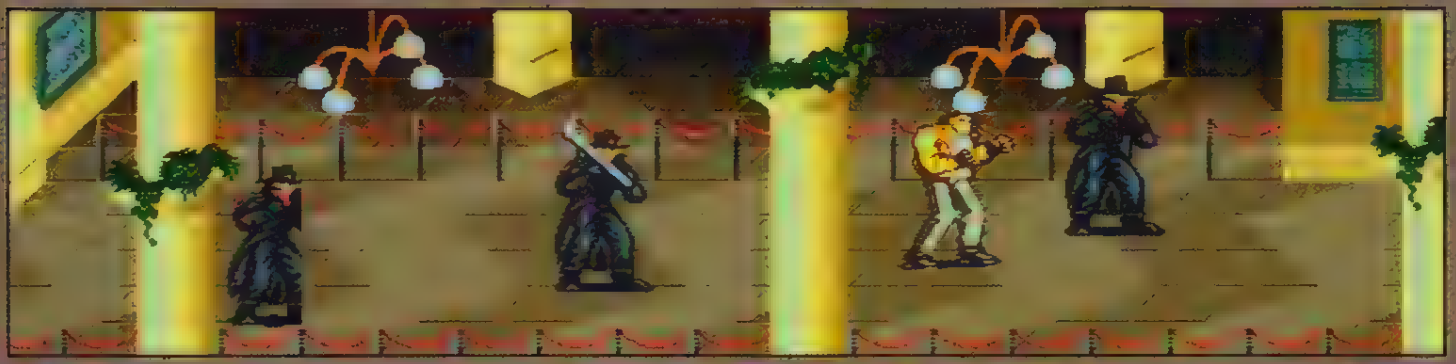
EXTRA WEAPONS ARE A MUST!

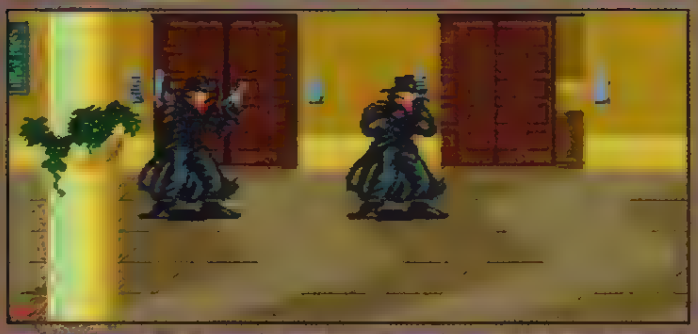
Both the pipe and the plank of wood are dangerously powerful additions to The Shadow's arsenal. Each has a wide, effective range and can deliver an incredible amount of damage. When you acquire these weapons, put them to good use because they are useful!



The knife and the torch are a little more creative. The torch can set your enemies on fire and make them burn for a while with an interesting fall back. This weapon inflicts a lot of damage. The knife is a bit smaller but can deliver its fair share of damage. Don't forget that you can throw all of your weapons!

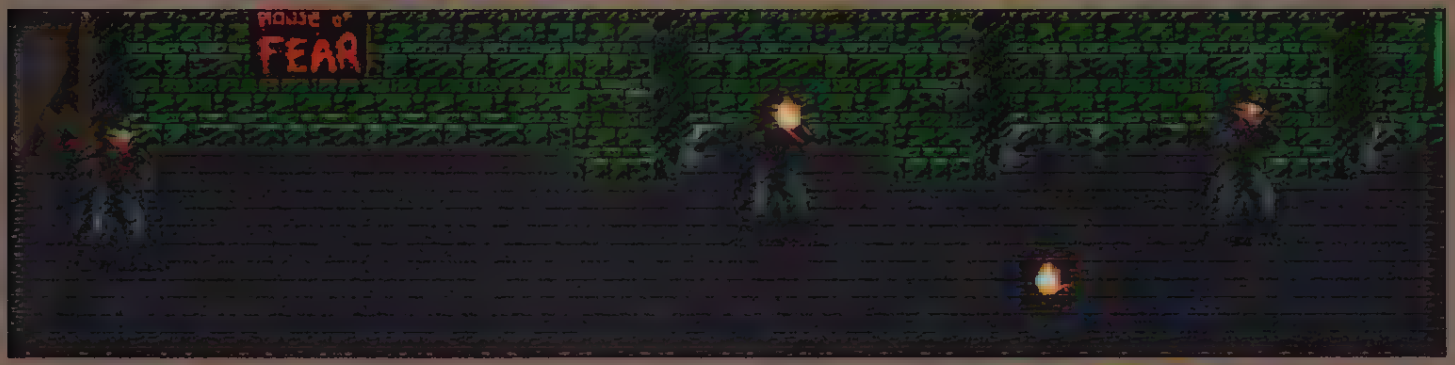
LEVEL TWO: EMPIRE STATE BUILDING





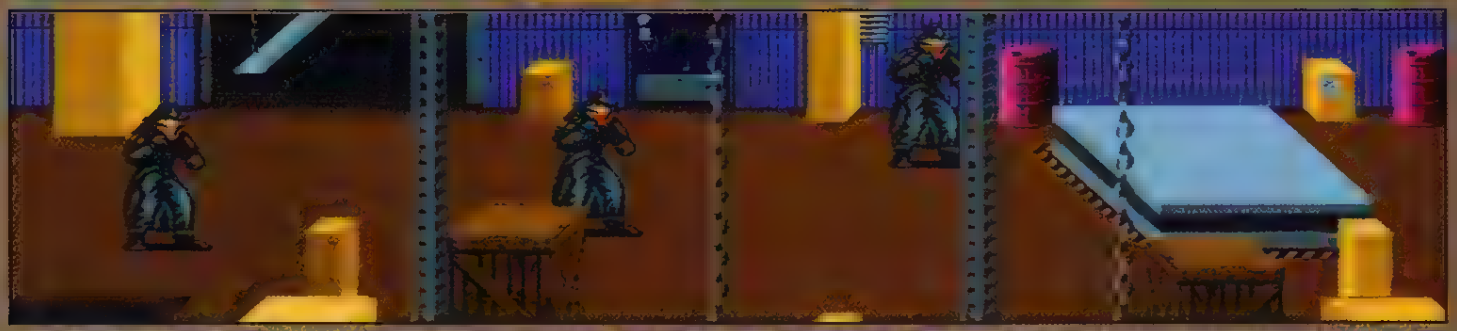
LEVEL 2 BOSS

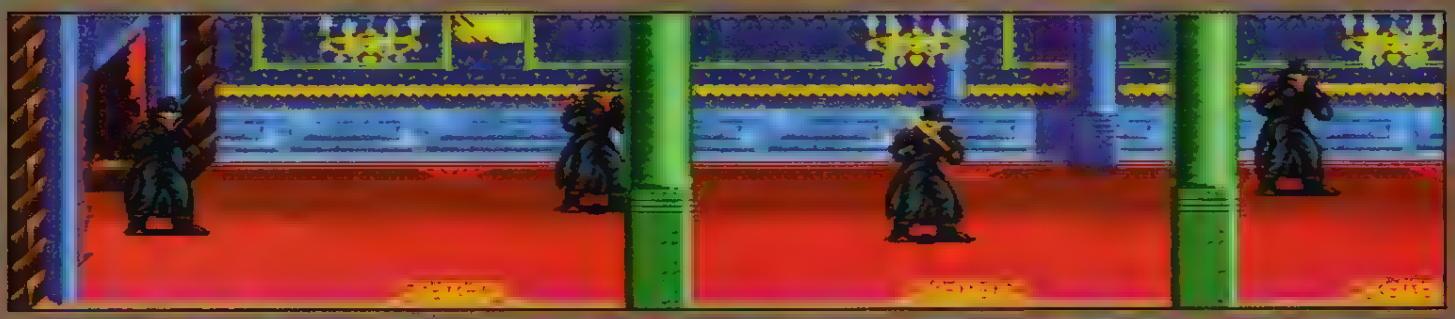
LEVEL THREE: AMUSEMENT PARK

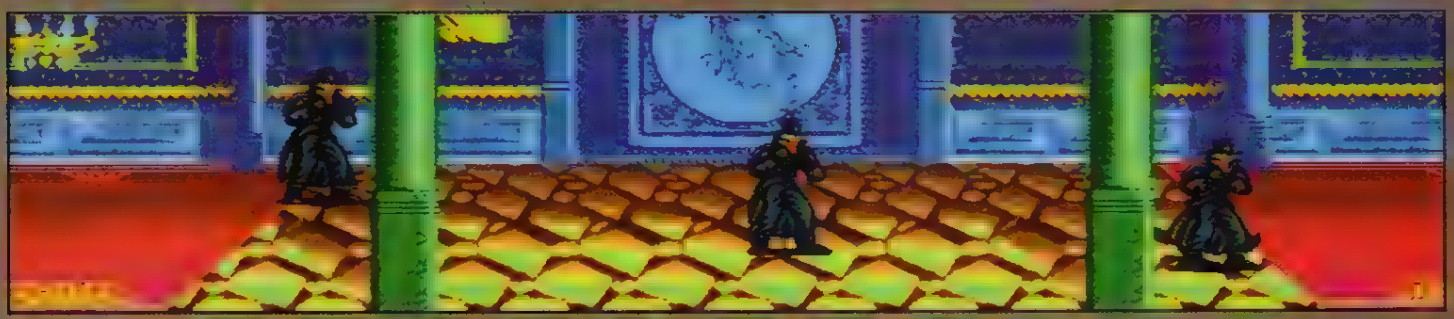


LEVEL 3 BOSS

LEVEL FOUR: THE MUSEUM







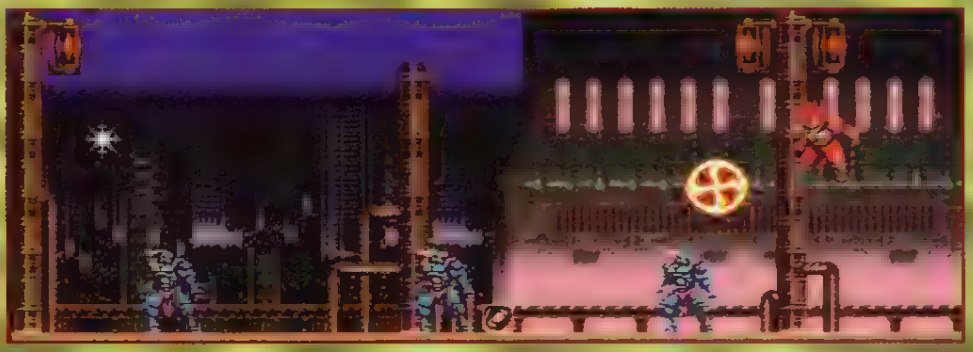
LEVEL 4 BOSS

HAGANE

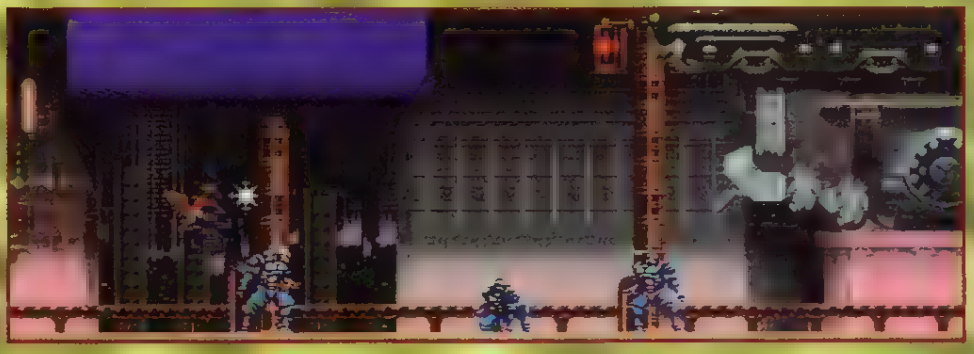
FACT FILE

HAGANE

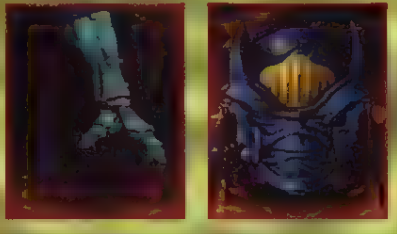
MANUFACTURER	# OF PLAYERS
HUDSON SOFT	1
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	6
THEME	% COMPLETE
ACTION	85%



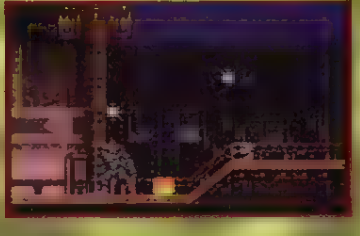
LEVEL 1—THE STREETS



Hagane is a nasty, futuristic ninja warrior with a bad attitude! If you want a game with plenty of action that will make you sweat while playing it, here's a good choice. Hagane is fully equipped with a heavy arsenal and will not quit until an enemy stops him. You don't have to worry about any boring moves, either. Flipping, sliding, ducking, downward kicks and even bouncing off walls are all a part of his capabilities. The only task you, as Hagane, have to do is retrieve the sacred weapon that has the power to blow up the world from the evil hands of the Fuuma Clan. But take heed, the Clan is huge and will try to stop you no matter what. Think of this game as a Japanese version of *RoboCop*. If you like RPGs and plenty of action, Hagane has got it!



Along the way, pick up energy bars, dragon bombs and add to your supply of weapons by killing off your enemies. But beware, they will be coming at you from all different directions—stand your guard!



THE GOOD

Plenty of action! Move at fast speeds and with all the firepower provided, this game is alive!

THE BAD

The only bad thing I can think of is that you can get drained from all the excitement.

THE UGLY

Definitely a challenging game that surpasses boredom a hundred times over!

Continued on Page 288

GENESIS™

Coming December 1994

TAITO

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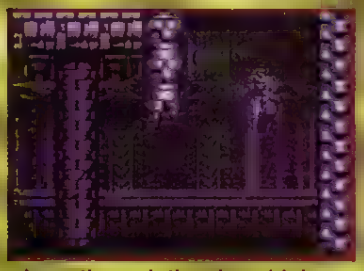
Continued from Page 286

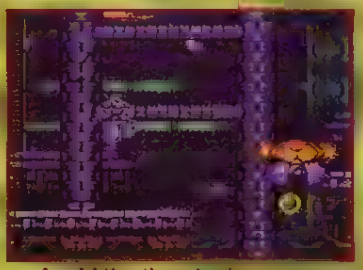
Out of the horizon comes this nasty giant. Use many grenades.

Another warrior will come into the picture. He's tough.

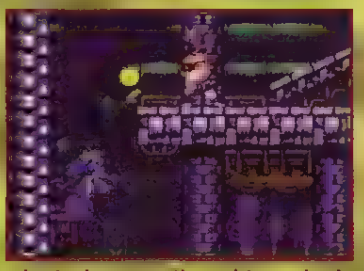
Choose your path carefully, for the enemy could be waiting right around the corner!



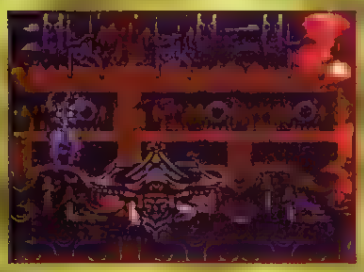
Leap through the air as high as you can to get to the upper level.



Avoid the threatening space cruisers that try to get in your way.

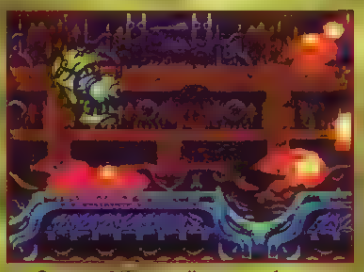


Just when you thought you had made it through an enemy attack.



Beware of the queen ships that unload deadly bombs!

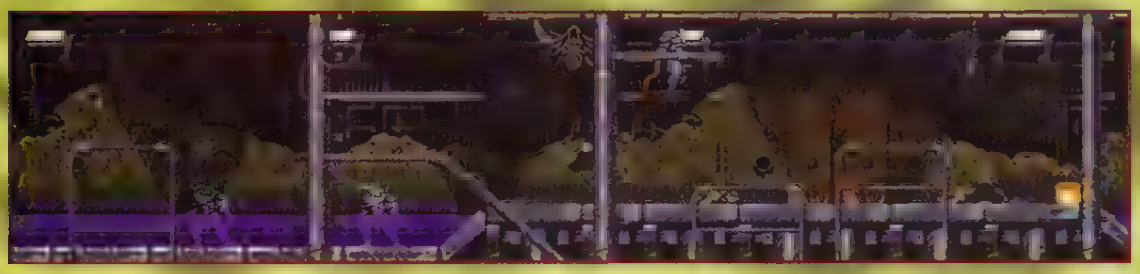
Try not to lose your step or you could end up at the bottom.



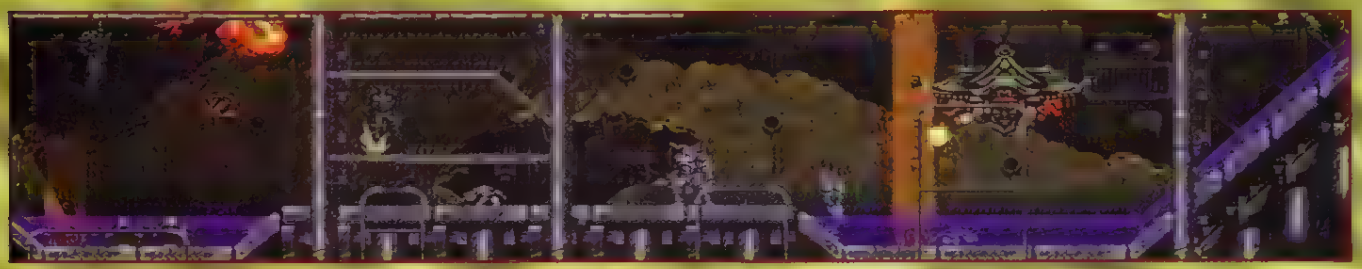
Some of these aliens are funny looking. Don't let that fool you.

DUCK!

DODGE!



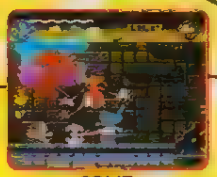
FLIP!



LEVEL 2—THE UNDERGROUND

Kitty Litter!

WHAT A SHOCK!



SPLIT PERSONALITY?!!

ONE SHISH KABOB, COMIN' UP!

IS THIS LOADED?

They fight, and bite, they fight and bite and fight! Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat... So, are you mouse enough!!!???

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Acclaim entertainment inc.

SINK OR SWIM

FACT FILE
SINK OR SWIM

MANUFACTURER	# OF PLAYERS
TITUS	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A	100
THEME	**% COMPLETE**
PUZZLE	100%

The object of this puzzle game is to guide your men to safety by using various objects such as bombs, ice blocks, boxes, conveyer belts and even rafts. The hard part is guiding your men through each of these rooms. Reach the other side of the boat or you are sunk!

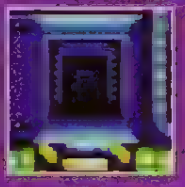
It's up to you to use your wits and cunning to save the men from getting killed! Can you handle it? In Sink or Swim you must guide your men through plenty of levels; including the deck of the ship and the Engine Room. If you have ever played the game Lemmings, it is quite comparable. A great thing about this game is that as you progress through the game, the levels definitely become much more challenging, but not so challenging that you will never get past the level. This is definitely a game you will want to play if you like challenging puzzle games. Although it is quite challenging for the average gamer, those who play puzzle games frequently might not find it difficult enough, so you might want to rent it first to judge for yourself.

IMPORTANT ITEMS!

Switches change the direction of conveyer belts!

This is the door you guide the men to. It's your goal!

Guide the clueless men to the door or they'll die!

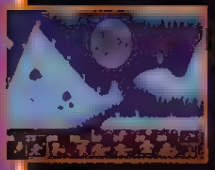


After saving the men, enter this door to end the level.

Bombs are handy when you need to blow up a door!

Many objects can be used as stairs, like ice blocks!

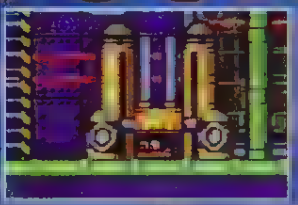
EGM X-TRA DARE TO COMPARE



Does anyone remember a game called Lemmings in which you guide cute little Lemmings around until they reach their door? Kind of reminds you of Sink or Swim, doesn't it? Take a look and compare the two yourself!

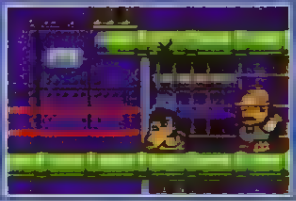
YOU'RE SUNK!

When dropping boxes from the conveyer belt, do not to fall in between them!



You will be dealing with many of these hydraulic presses. Watch out!

The steam coming out of the pipes does more than rid wrinkles in shirts!



Through certain levels you have a time limit to swim underwater. Hurry up!

Who Amongst You Accepts The Challenge?

Ultima The Black Gate is the first chapter of Book Three in the epic Ultima Saga. It's been 200 years since you, the Avatar, last walked among the Britannians, and so much has changed. Your return to the fabled land of magic is shrouded in a bizarre mystery — It seems the fair people of the land have been disappearing without a trace. What powerful sorcery is behind this corruption of the land you champion? Do you have the power to solve the mystery that has befallen your countrymen before the evil completes its terrible mission?

Features:

- All new spells, weapons and armor!
- Over 100 hours of fantasy role playing adventure!
- Sequel to the top 10 hit Ultima: The False Prophet.
- Battery back up allows you to save play position!

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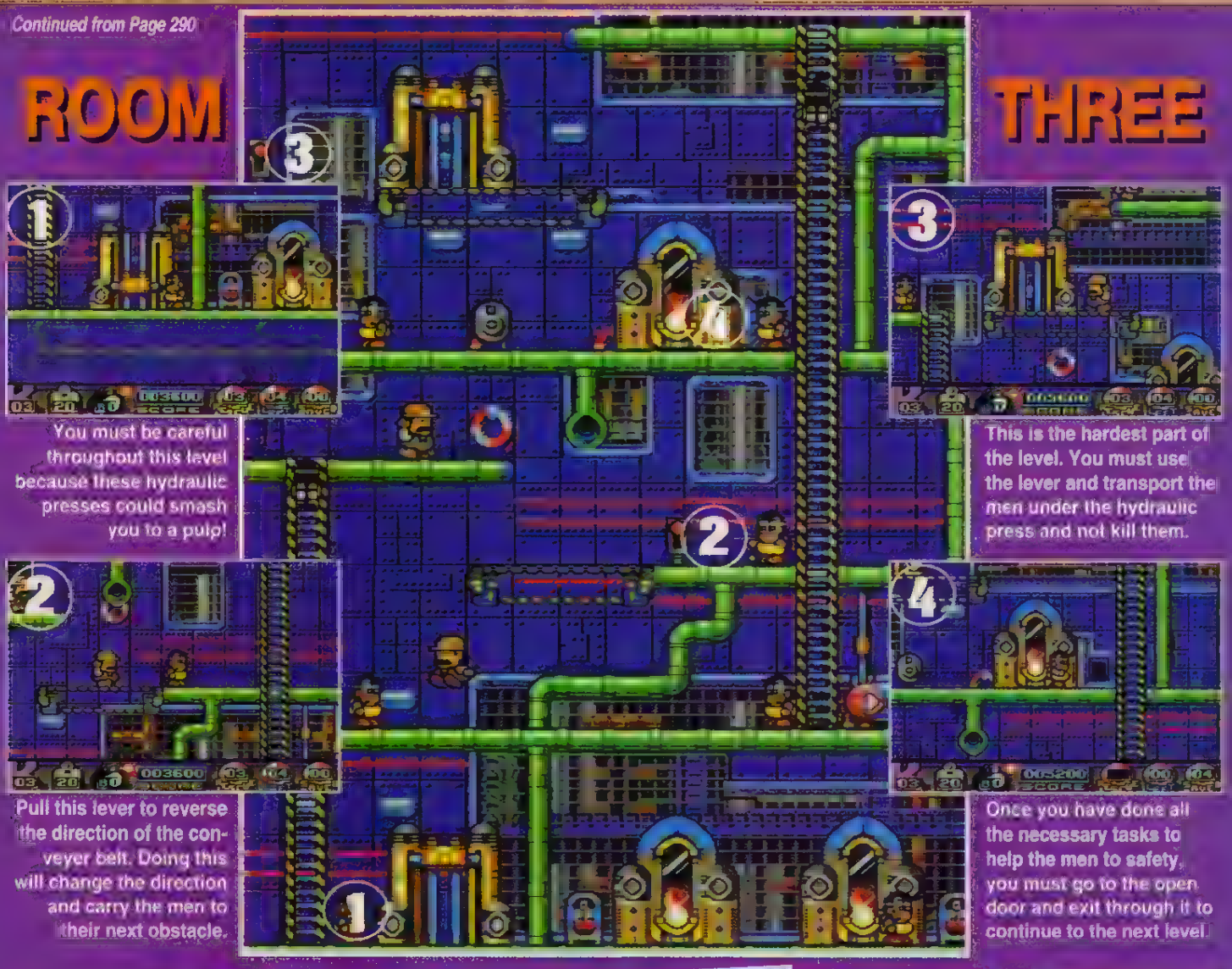
Continued from Page 290

ROOM THREE



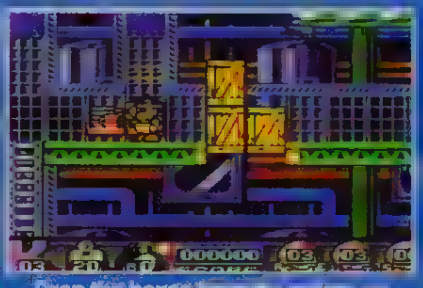
You must be careful throughout this level because these hydraulic presses could smash you to a pulp!

This is the hardest part of the level. You must use the lever and transport the men under the hydraulic press and not kill them.

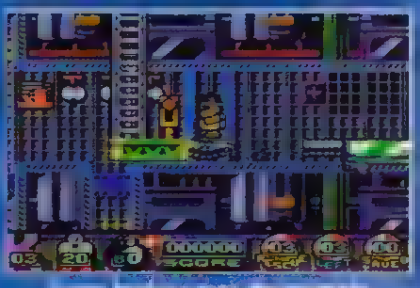
Pull this lever to reverse the direction of the conveyer belt. Doing this will change the direction and carry the men to their next obstacle.

Once you have done all the necessary tasks to help the men to safety, you must go to the open door and exit through it to continue to the next level.

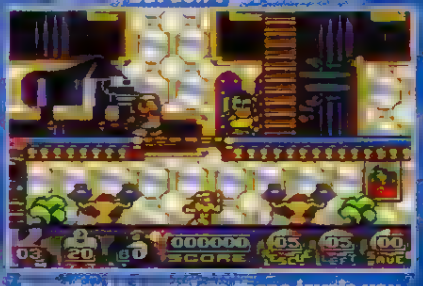
...LATER LEVELS!



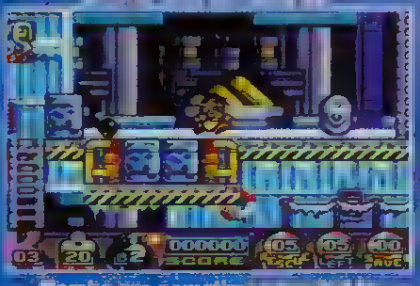
Drop the boxes [illegible] but don't get squashed!



[illegible] behind you.



In order to complete these levels you need to close their caps [illegible]



[illegible] destroy obstacles like ice blocks!

After finishing a certain number of levels, this screen shows how many rooms you've passed and a password. Don't forget it!

THE GOOD

If you like games similar to Lemmings, you should enjoy this game a lot.

THE BAD

If you don't have a lot of patience, the game could cause you to throw the controller through the TV.

THE UGLY

Watching the little men get smashed to a pulp by the hydraulic presses! How sad!

ARE YOU A SEGA MANIAC? OR AN SNES SUCCESS?

No matter which *side* you're on, QuickShot is behind you all the way.

QuickShot®

It's how you play the game.

QuickShot Technology, Inc. A Member of Tomei Group
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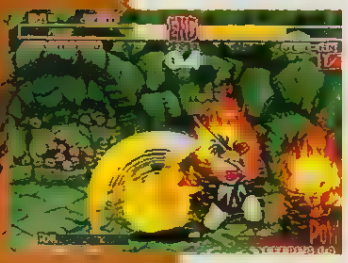
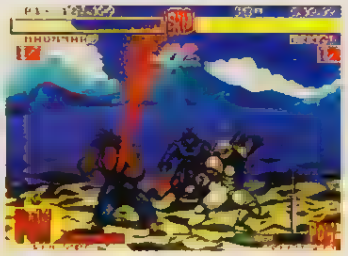
Just another afternoon by the pool.

Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. Samurai Shodown™ on the 3DO brings home all the bad-assness of the arcade original. Sure. We could have softened the carnage-intensive graphics. But we didn't. And sure, we could have left out the brutal, bone-shattering game-play. But that'd suck. And yeah, we suppose we could've even caved in and lost some of that freakin' arterial spray. But hey. We broke a few rules. So sue us! And hack to your little heart's content. But be careful. With 32-bits, you could poke an eye out. If you're lucky.



Choose from 12 lethal characters to kick your friends' butts with, from the depraved Genan Shiranui to heroic Hanzo Hattori and Jubei Yagyu. Sweeties, every single one of 'em.



Combat close-ups with special, patented zoom camera. Wide angles for planning your cuts (chops, roast, cutlets). Tight angles for precision strikes and deadly stunt moves.

Decimate and annihilate your opponents with those special moves – like Kyoshiro's Kabuki Crunch Dance and Genan's Slaughter House Tumble. It's pure poetry. Pure butchery.

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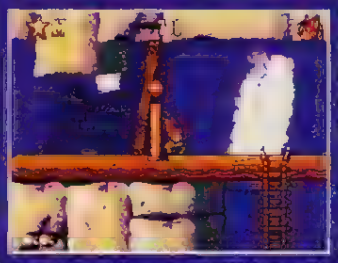
CRYSTAL DYNAMICS™

FACT FILE
AERO THE ACROBAT 2

MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	**AVAILABLE**
MODERATE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	45
THEME	**% COMPLETE**
ACTION	100%



When you see a tiny pole sticking out of the ground, be sure to trip it in order to activate the next continue spot. This really comes in handy on larger levels.

Fight On

Did the nasties give you a good whoopin'? Don't sweat it. At the end of each set of acts, you get a password that will start you at the beginning of that area to try again.

THE GOOD

The graphics are nice, and the sound effects are top-notch. An improvement over the original.

THE BAD

Some of the levels have certain areas which become particularly annoying.

THE UGLY

The massive pile of hair on the floor that was rooted from your head in a moment of frustration.

He's Back!

Back for more in Part Two, it would appear that the wonderfully clever and evil Edgar Ektor managed to escape the finale of Part One, and is back with some more nasties for Aero to gak in this well-developed sequel.

Be sure to watch the story line cinema in the beginning of the game to understand the later cinemas. Watch for Zero the Kamikaze Squirrel, who now has his own titles!

The Aero-Basics

Collect the Stars. The more you collect, the more you can toss out at the nasties to fend them off. Keep your eyes open; some of them are sneaky to get to.

Collect the food items. This helps rack up some serious points, improves your overall level completion score and adds to the challenge.

Gak the nasties. One can accomplish this by jumping above an enemy and drilling into him/her/it. It takes a little practice to get used to.

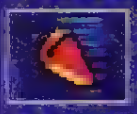
EXTRA LIFE

Welcome to your typical 1-Up icon. Not too difficult to understand, but somewhat hard to find.

LIFE DISCS

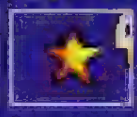
Snag a few of these to increase your life power. Up to five can be held at any one time.

FOOD ITEMS



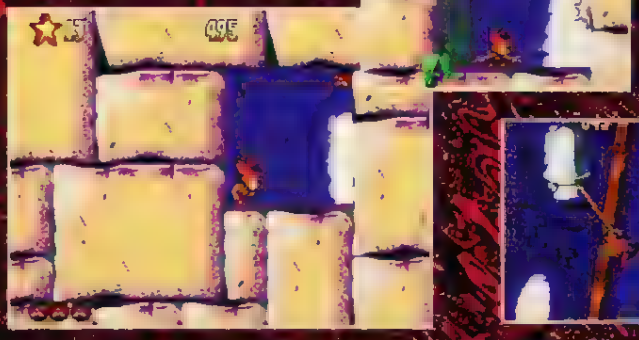
Pick these up to boost your score and overall rating at the end of a set of acts. They come in various shapes.

WEAPON STARS

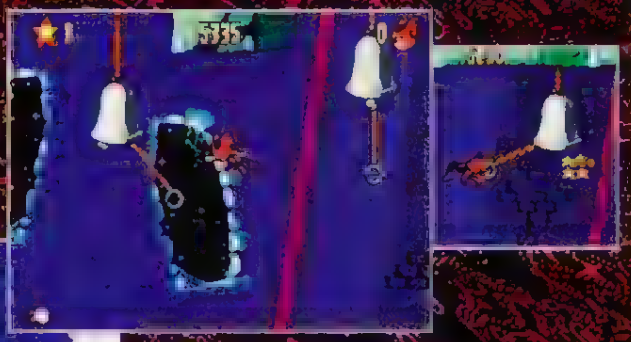


Grab these for points, and they're also useful for tossing at the occasional nasty. Nifty and convenient.

Bell Castle



Be sure to probe every wall for those all-important secret rooms. In these rooms you will find several useful icons. Among them are power icons and 1-Ups. Be careful; some of these hidden treasures are buried in "traps," or dangerous terrain, which make it difficult to procure such icons.

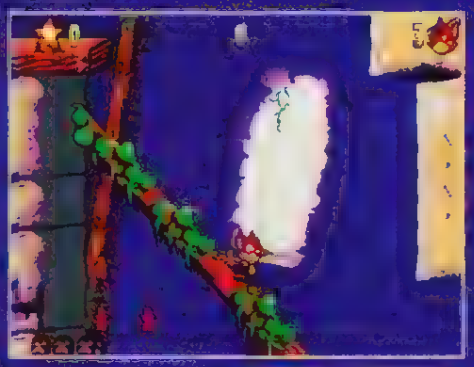


In case you were wondering why they call it Bell Castle ... it has quite a few spots that will require you to swing from bell to bell like Tarzan. The timing takes a little getting used to. For points while performing these feats, swing the bell until it rings. Also, be sure your aim is accurate while jumping, or you could find yourself pulling large spikes out of your kiester for a weekend hobby.

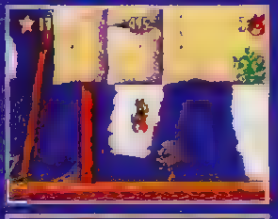
It would appear that the minions of Ektor don't take very good care of their bedroom furniture. Oh well, good for you! Use the springs to jump to higher areas in the act. Just keep bouncing to go.

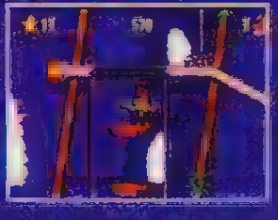
You most certainly want to keep an eye out for these neat little boxes. There is at least one in each act, and they replenish your power every time you knock out a power icon by dashing into it.

Act One

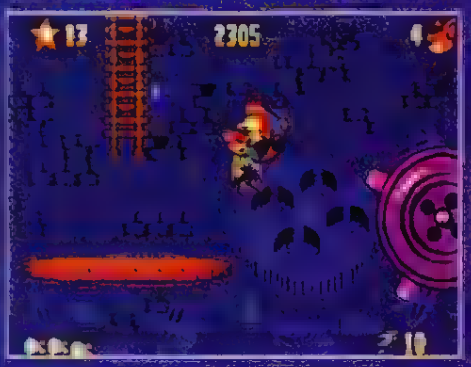


Nothing too threatening. Just get used to the challenges offered to you in this act. You get a little taste of everything, so get the practice while it's easy. Explore and look for hidden rooms and icons.



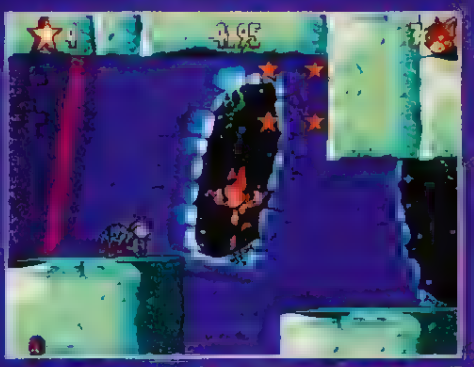


Act Two

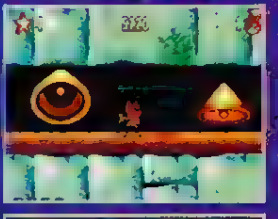


Watch for some high-speed action and a major headache as some pretty quick spinning gears rocket Aero through the levels at a speed comparable to Sonic's "blast processing." Oh, what fun!

Act Three

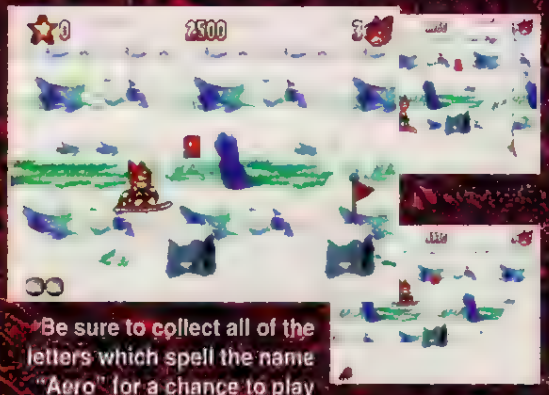


The final stage of the Bell Castle is rather lengthy in comparison to the other two acts. Watch for swinging bells in a couple areas. If you don't watch your step, it's all over for one of Aero's lives.

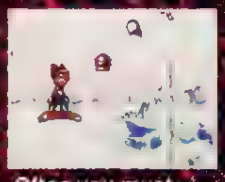


Boardin' Zone

As you progress through the courses of the Boardin' Zone, see how many of the flags you can tag by blasting past them. You must be on their level of ground in order to tag them and receive points. For experienced players, this adds an element of challenge.

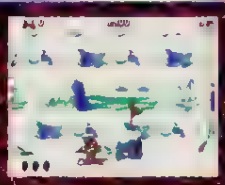


Be sure to collect all of the letters which spell the name "Aero" for a chance to play the Ektor game (see below-right), not to mention rack up a few points. This could lead to extra points or an extra life at the end of the level!

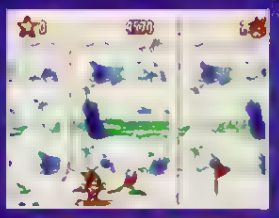


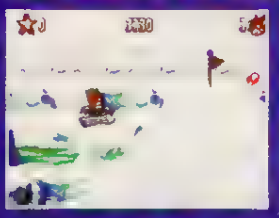
Often you must jump to acquire the food items!

You will encounter quite a few types of terrain which can affect your ability to complete the level. Among them is water, which if you don't keep jumping can lead to drowning, and barriers which cause damage.



Act One



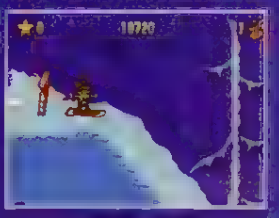


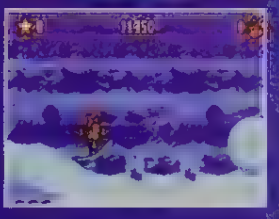
At first the control of Aero on a snowboard may be somewhat difficult to get used to, but don't fiddle around forever or you'll find yourself washed up in a bank of snow.

Act Two

It gets a little darker out, and with that decrease in sunlight comes more well-placed obstacles for you to overcome, including more ramps, and even a large snowball to avoid. Joy!

Act Three

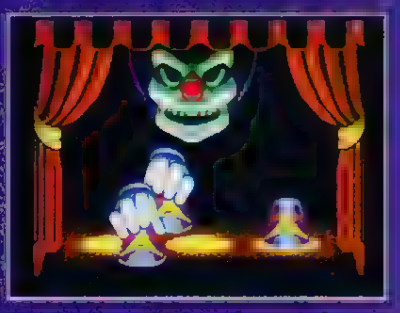




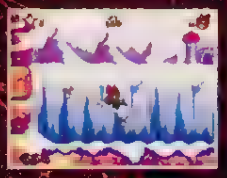
Night has fallen and the acts aren't getting any easier. More snowballs, traps, obstacles and icons to interact with as you proceed at a few bazillion mph in search of Ektor.

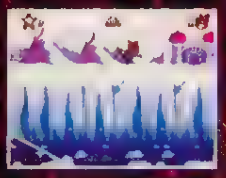
Bonus Game

If you manage to collect all of the letter icons which spell the name AERO throughout the levels, you will be treated to a bonus game in which you must try to guess which container Ektor has hidden the extra points and/or lives in.

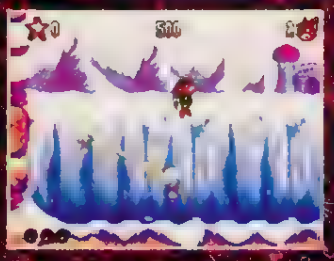


Fort RedStar

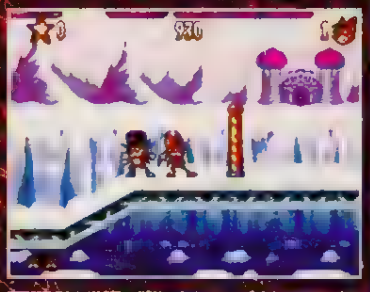


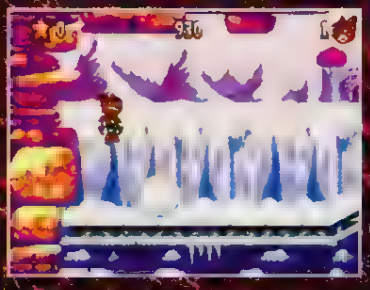


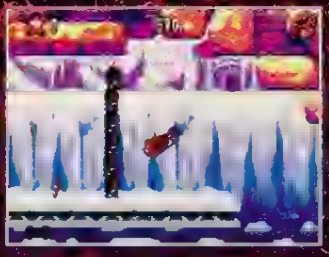
There are rubber-band-like terrain located sparsely across the acts.



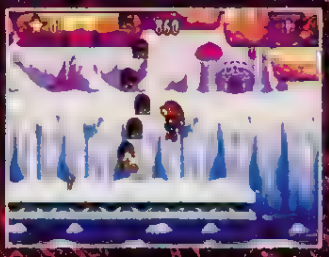
Be sure to keep an eye out for the snowball cannons which are located in particularly sneaky spots.





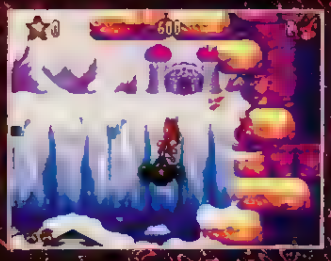


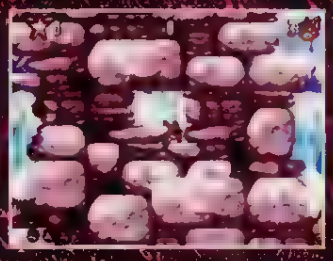
Every so often you will run into a wall of nasties all stacked up to give you a hassle. Don't try to jump them—you won't make it. Continually dive attack them and eventually they will disband and die!



There are also some nasties who wait for you to pass them, then turn into exploding snowballs and chase you. Don't try to kill them—it's a waste of time and energy. Just jump past them, run, and avoid the snow kicked up when they explode.

Be on the lookout for large, hovering switch devices. These trigger entrances to secret passages which allow you to progress.



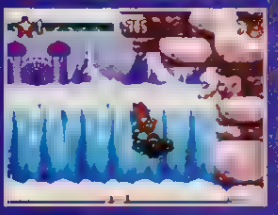


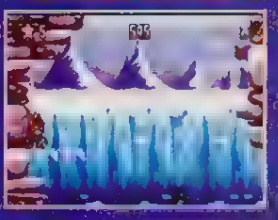
The Story Goes On

Does Aero have what it takes to take out the Fort Redstone?

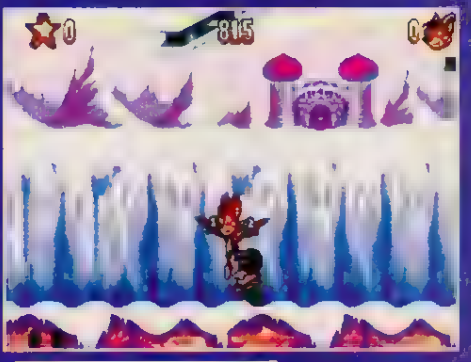
Act One

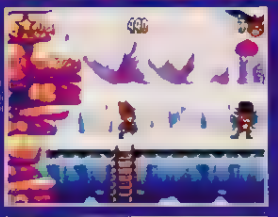
There are a few mandatory passages to locate, but other than that, this stage is amazingly easy. Brace yourself, however. Things get messy in the later acts of this area as Aero searches for a certain female.



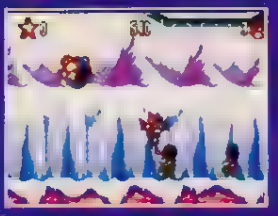


Act Two

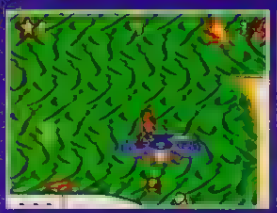




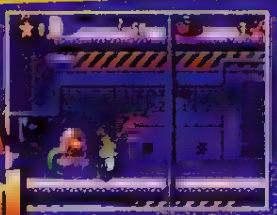
This act is a little darker, a lot longer and chock-full of traps and nasties to overcome. Keep a lookout for secret passages leading to some score-up icons and energy restoration.



A Look Ahead



Get ready to groove to the beat while gakking the nasties on the Disco Stage. Some pretty psychedelic backgrounds should keep you interested for a while.



Things get serious as you proceed into a very important laboratory. Watch for mechanized transports and guards as well as hints in the backgrounds.

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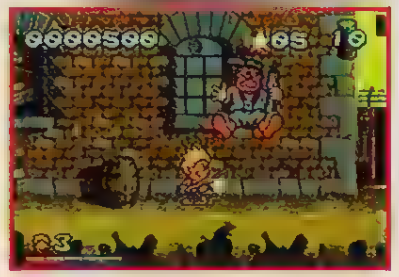

Roam through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Marko's only weapon is his amazing soccer ball, which he uses to knock out gangs,

dogs, sludge monsters and other nasties. Just as in soccer, Marko can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.

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Now for play on your Genesis,™ Game Gear™ and Sega CD.™ Coming soon on Super NES™!

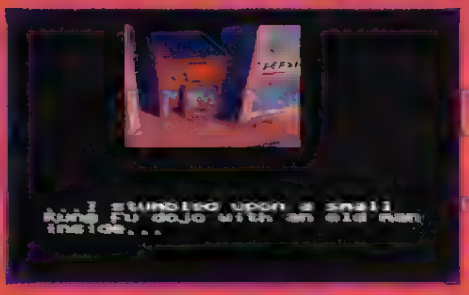
THE STORY

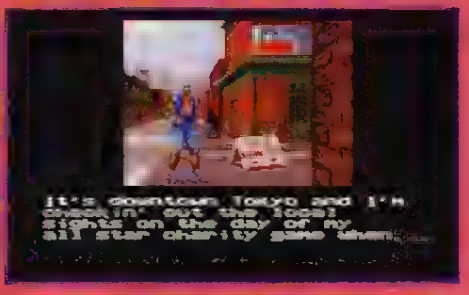
FACT FILE

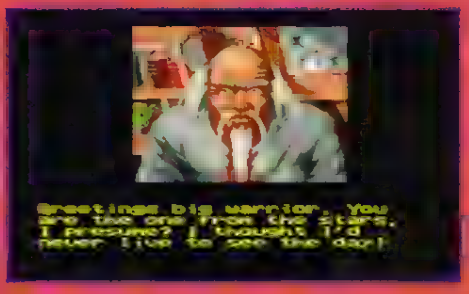
SHAQ FU

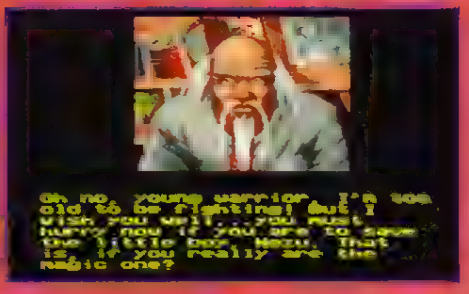
MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
24 MEG	N/A
THEME	**% COMPLETE**
FIGHTING	100%

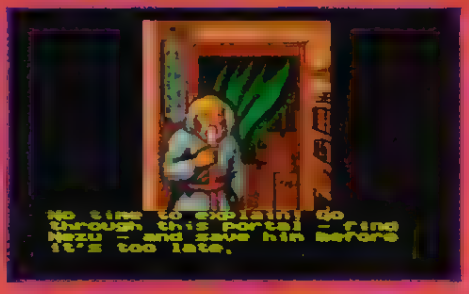
ELECTRONIC ARTS®

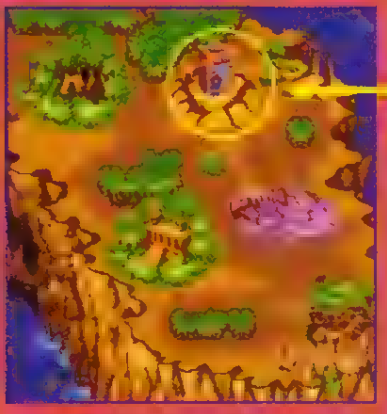






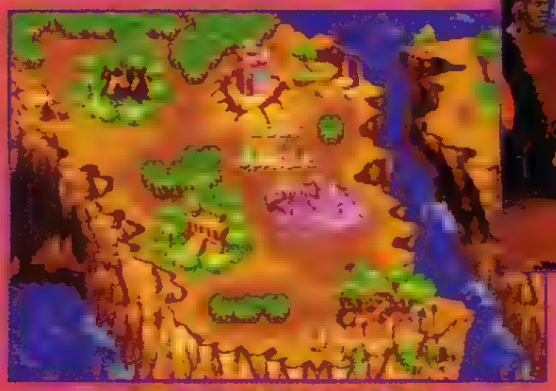

Oh no, young warrior. I'm too old to be fighting! But I wish you well...you must hurry now if you are to save the little boy, Nezu. That is, if you really are the magic one?





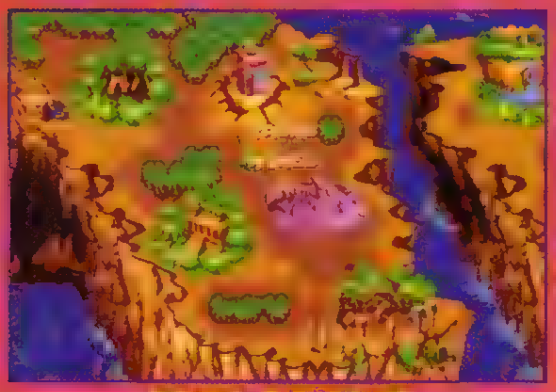
The wiseman has shown you the way to the Second World. Now you are on your own. Thus begins your adventure to save the Earth from the evil Sett Ra.

Back in another time, in another place, dwells the heartless sorcerer Sett Ra. Basically, Sett's wishes are to gain control over the so-called First World, Earth. There's only one person who stands in the way of his plan—the Shaq himself! Yes, Shaq is back for more action than basketball. The only thing Shaq has to do is defeat Sett Ra and rescue Nezu, a child whose veins run pure with royal blood, from Sett's servant, Beast. Sounds easy enough, huh? Well just keep in mind that in order to defeat Sett you have to go through everyone else first! All is ready for the final battle—only the Chosen One can stop Sett Ra now. That is, one who possesses strength, spirituality, courage, agility, intelligence and unsurpassed skill in the martial arts. He may not possess magical powers, but his moves are killer.



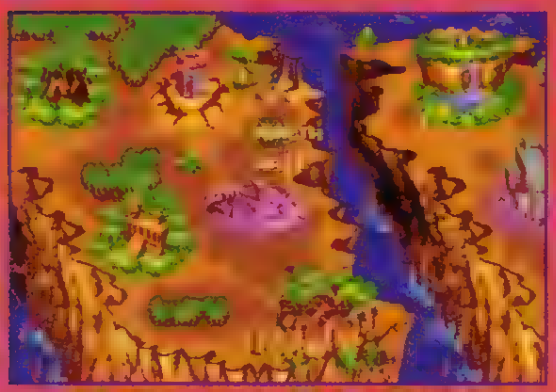
THE JUNGLE

As you enter the jungle you will encounter Voodoo, a witch with nasty powers. She depends on these powers to beat her opponents without laying a hand on them. She may send something your way.

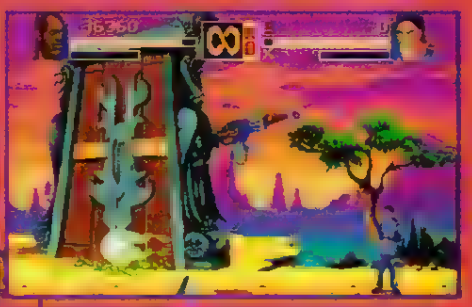


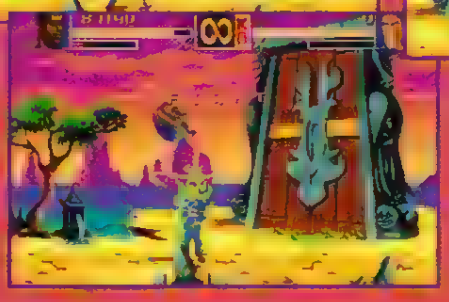
THE MINES

Diesel, a southern boy who has a rotten temper. This former barroom brawler throws a flurry of devastating punches and is pretty speedy.

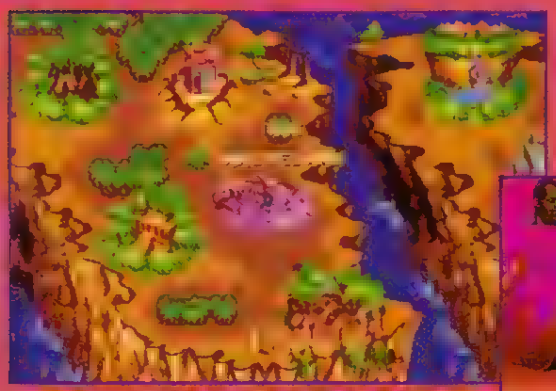


THE NORTH GATE





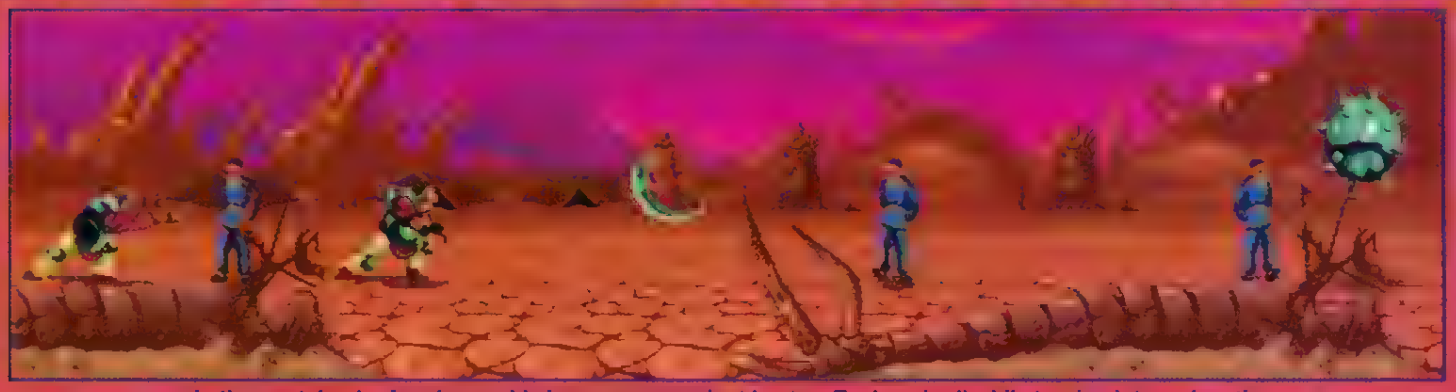
Leotsu's stern discipline and ancient wisdom make him a difficult opponent to conquer. You must defeat him though, because here lies the gateway to the second island. Try to jump his fireballs and baton.



THE WASTELANDS

Aurok is one ugly dude! He's a little slow but very strong. He relies on his brutal strength and raw power to crush his enemies.

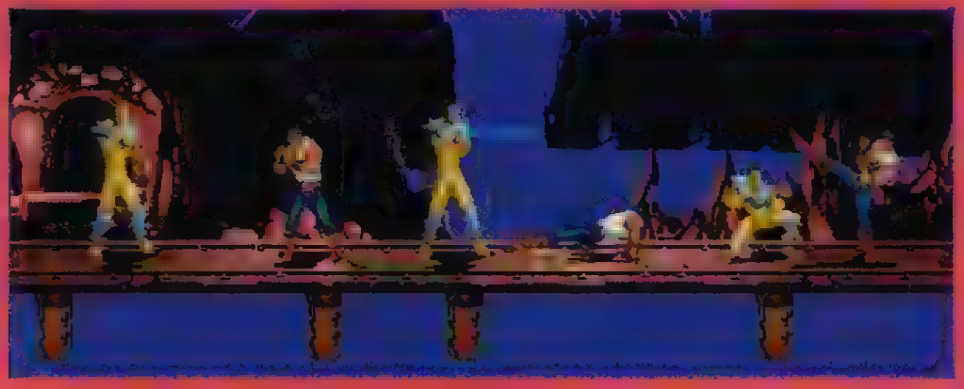
CHECK OUT THESE GREAT BACKGROUNDS



In the wastelands, Aurok uses his boomerang against Leotsu. Tuck and roll while turning into a gigantic spiked ball so you can do some heavy damage to your opponent.

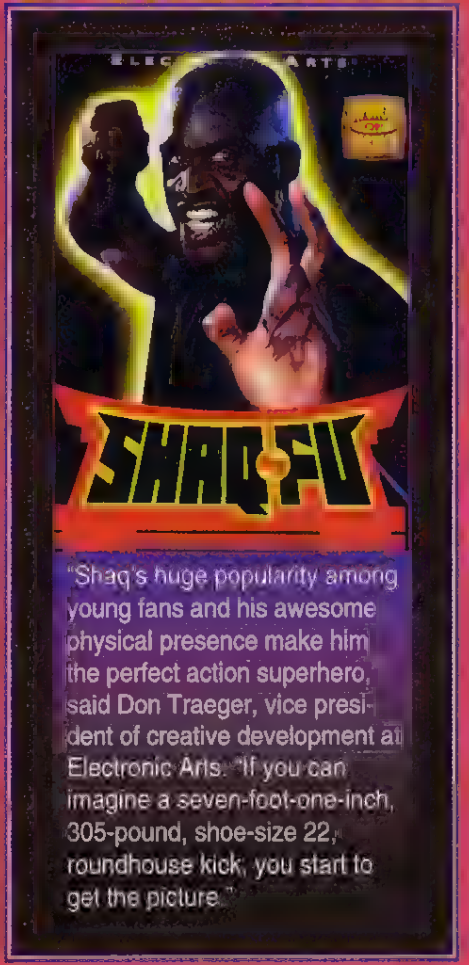
The Colonel cleans house while in the laboratory. Armed with powerful weapons and cybernetics, the Colonel's advanced technology gives him the winning edge. He can extend his robotic arm for a crushing blow as well as give a bionic burst of rapid fire.

PLAYER MODE

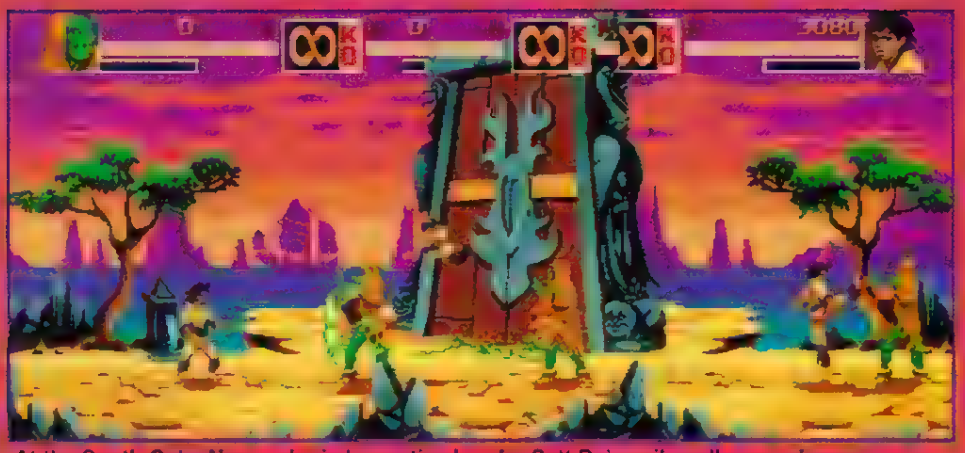


Down in the mines Diesel and Sett Ra duke it out. For a man of Diesel's size he has supreme agility and speed. But Sett Ra is no slow poke—this should be a good match!

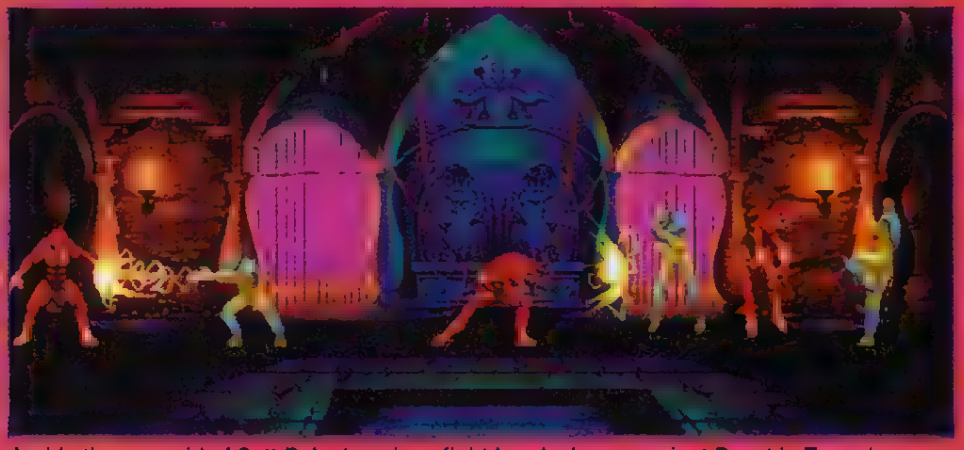
Way up on the mountaintops called The Catwalk lives the catwoman, Kaori. Here Shaq takes bites and scratches from the quick and agile cat-warrior.



"Shaq's huge popularity among young fans and his awesome physical presence make him the perfect action superhero," said Don Traeger, vice president of creative development at Electronic Arts. "If you can imagine a seven-foot-one-inch, 305-pound, shoe-size 22, roundhouse kick, you start to get the picture."



At the South Gate, Nezu, who is hypnotized under Sett Ra's evil spells, guards so no one may pass. He is a ranged warrior and depends on his array of energy attacks to weaken his opponents.



Inside the pyramid of Sett Ra's domain, a fight breaks loose against Beast in Two-player Mode. Both have their unique moves. Beast, though kind of slow, is very effective short range. Sett Ra is very fast and possesses a lot of magic.

In front of the mighty dragon, Shaq displays his heavy kicks and punches against the Arabian knight, Rajah. Rajah possesses a deadly combination of speed and power, but he's not much of a match to Shaq's conventional moves that damage opponents.

Here at the Gargoyles Peak, Memphis shows off his lightning moves on Nezu.

WE CAME, WE SAW, WE CONQUERED!
I am Sett Ra, you should have never come this far after I beat you... I will wreak havoc upon the human race.
Sorry I'm late, boys!
Let's just say I had to fight some traffic to get here.

THE GOOD

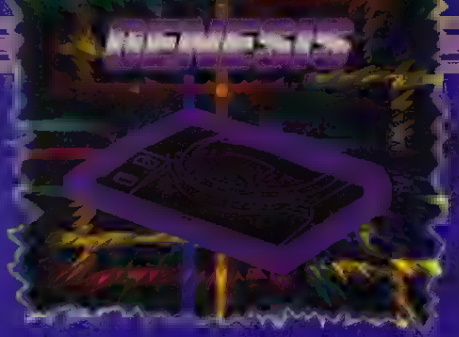
The background scenes with the music give this game a cool effect.

THE BAD

Some of the moves feel like you're going through a period of slow motion—especially with Shaq.

THE UGLY

From b-ball to rapping, and now to martial arts. Shaq is turning into a wild man!

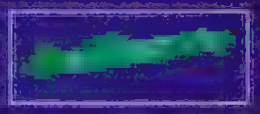


seaQuest DSV

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...

The most noticeable difference between the Genesis (top) and the Super NES (bottom) versions is the improved graphics and sound on the Super NES version.



FACT FILE

SEAQUEST DSV

MANUFACTURER	# OF PLAYERS
T*HQ	1
DIFFICULTY	**AVAILABLE**
HARD	FEBRUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	20+
THEME	**% COMPLETE**
ACTION/STRTGY	70%

THE GOOD

The graphics are above average for a Sega cart.

THE BAD

The incredibly realistic way the seaQuest, a massively huge submarine, can turn on a dime.

THE UGLY

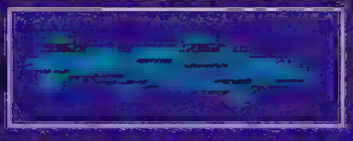
The way the seaQuest disintegrates when hit.

In 2018, the United Earth Oceans Organization commissioned the largest, fastest, most maneuverable sub the world has ever seen. They created seaQuest, and you get to command it.

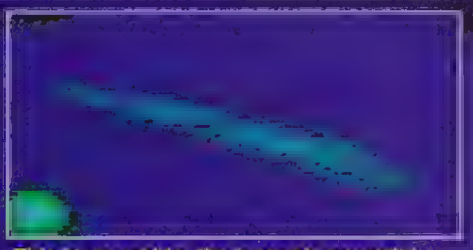
As the captain of the seaQuest, you must perform a number of duties. These include conducting dangerous rescues, salvaging sunken treasure, repairing underwater superstructures, protecting underwater colonies from terrorist attacks and keeping the peace in a relatively peaceful, but extremely fragile, world. You must learn how to use all of seaQuest's resources to complete your mission. If you screw up, you will die. It's that simple. One does not get a second chance two miles underwater.

Can you do it? Are you up for the challenge? Do you have what it takes, the proverbial "right stuff"? Or will you be paying a visit to Davy Jones' Locker? Take command of the seaQuest and see if you have what it takes to be the best.

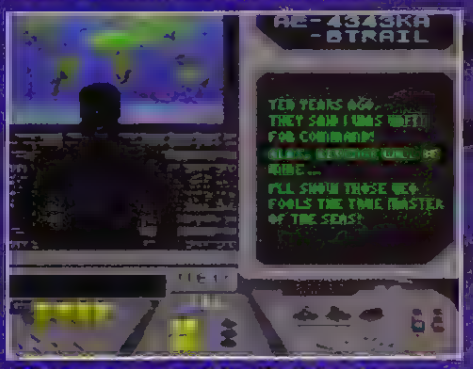
The Navigation Screen shows you the location of sunken treasure, underwater colonies and those pesky terrorists.



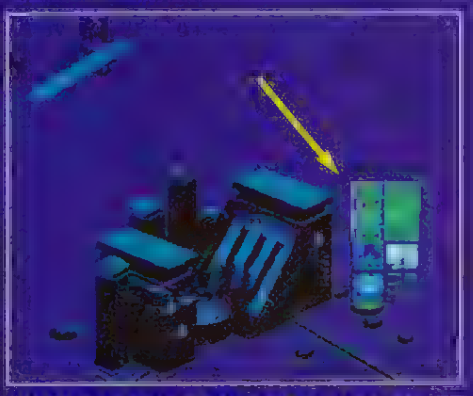
Watch out for these guys! They are not very fast, but have strong armor and are tough to kill.



This is your ship, the insanely powerful seaQuest. You must master its controls in order to accomplish your missions.



This guy seems a bit miffed about something ... so he does the typical madman thing ... destroys everything! Prevent this man from shattering the peace in an already troubled underwater world.



Hit Start to access the options. Here you can get to Navigation, the Bay, Info Screen and the Bridge. Be careful—you can't move, but the enemies can still shoot you.

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KNOW YOUR WEAPONS

TYPE I TORPEDO:
A short-range, non-guided torpedo.

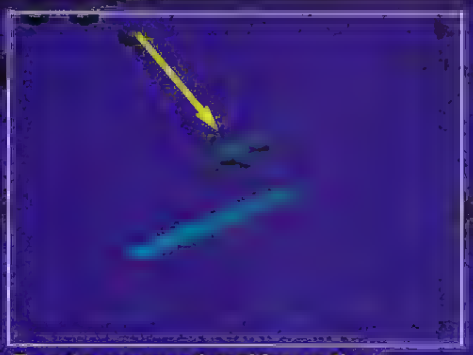
TYPE II TORPEDO:
Moderate range and seeks targets at different depths.

TYPE III TORPEDO:
Moderate range. Large payload. Can be decoyed.

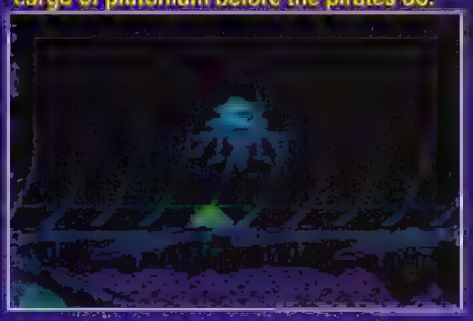
TYPE IV TORPEDO:
Long range. Large payload. Cannot be decoyed.

TITAN MISSILE:
Very long range and a BIG payload. Very formidable.

SM PULSE LASER:
Short-range plasma weapon.



To get a command position on the seaQuest, you must complete the simulated mission first. This requires you to find a downed aircraft and recover its cargo of plutonium before the pirates do.



After you secure the area using the Stinger, go in with the Crab and snatch the plutonium. The Crab is a multi-functional recovery and mining submersible vehicle equipped with a jet to remove debris and has multiple arms to manipulate objects.

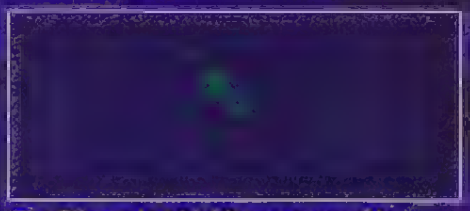
MED PULSE LASER:
Moderate range plasma weapon.

LG PULSE LASER:
Long-range, high-intensity plasma burst weapon.

DECOY COUNTER MEASURE:
Eject these to decoy missiles and subs.

CONFUSION CM:
A beefed-up version of the Decoy CM.

MINE:
A powerful, timed explosive ejected from the back.

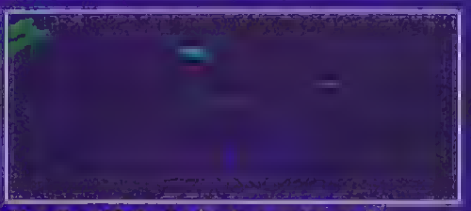


The Stinger is a highly maneuverable, one-person attack sub. This is your basic weapon against the sea pirates.

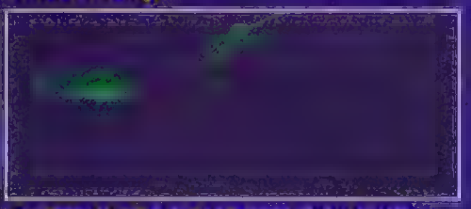
Use the Sea Truck to transport people, equipment and supplies. It is also good for salvage missions. The Sea Truck can drop mines and fires a high-energy plasma torpedo.

Darwin is a bottle-nose dolphin, and a member of the seaQuest's crew. Use him for scouting, flipping switches and swimming against a strong current.

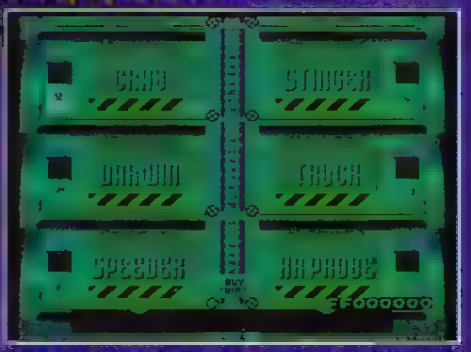
The Speeder is a fast, heavily-armed transport that is also used for defense.



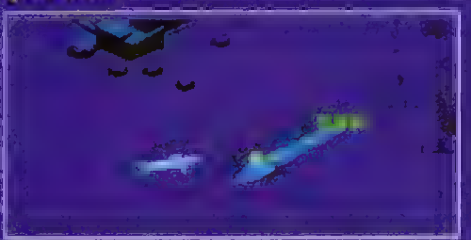
Use the HR Probe to do repairs and scouting. The HR Probe has no crew, rather it's controlled from seaQuest via Virtual Reality.



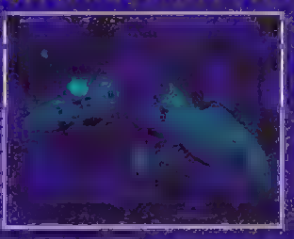
Be careful not to shoot any wildlife that happen to wander by ... you will lose money if you kill them.



Use the Launch Bay to access the different mission vehicles you will need to complete your task.



Every time you get hit, a damage percentage shows up. When this reaches zero, you should ABANDON SHIP!



This is not a pretty sight! Try not to let this happen to you or you won't be feeling too good!

POWER INSTINCT

FACT FILE
POWER INSTINCT

MANUFACTURER	# OF PLAYERS
ATLUS	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
FIGHTING	85%

THE GOOD
This game has some awesome special moves that gamers will love to perform.

THE BAD
The game is a virtual Street Fighter clone and the sound could be improved.

THE UGLY
Angela's flying-butt suplex—you have to see it to believe it!

This game has a lot in common with Street Fighter II. The control in most cases is smooth and fluid but some of special moves are a bit hard to pull off. The sound effects and voices are okay and adequate for the game. There are an abundant amount of special moves that you can master. A very excellent feature of this game is the Practice Mode where you can select one of four modes to fight in. They include 1P vs. Dummy (standing), 1P vs. Dummy (kneeling), 1P vs. Computer and 1P vs. 2P. The actual Vs. Mode allows you to select up to eight different fighters to do battle with. The graphics are on par with the original Street Fighter II game with nothing that we haven't seen before. The character animation is good, making it pleasurable to watch, and free of jerky movements.

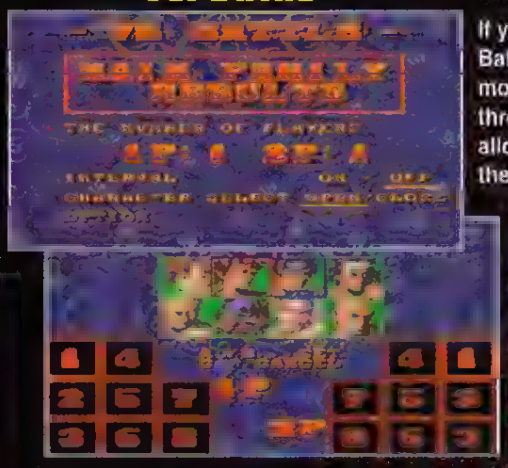
Selection Screen

Beginning the game is done through the Main Selection Screen. You can choose to play one of three modes from here.

Option Screen

In the Option Screen you can set the difficulty level, set the time limit or configure the buttons on the controller.

VS. Battle

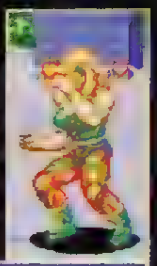


If you choose VS. Battle you have two more screens to go through. The first allows you to select the number of fighters each player gets. It can range from one to eight fighters. The next screen allows you to choose which fighter you will take in combat.

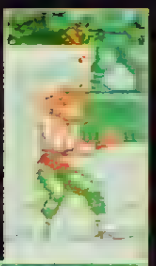
CHECK OUT THESE COOL BACKGROUNDS

The Fighters of Power Instinct

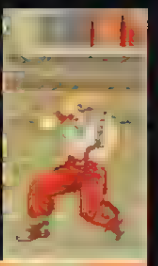
Angela If Zangief was reincarnated as a woman he would be Angela. She's big, strong and slow. Her ground punch does damage even if you're blocking. She's big and bad!



Annie Annie is a very fast and powerful fighter. She has two long-range attacks and two short-range attacks. She is one of the most dangerous fighters in the game.

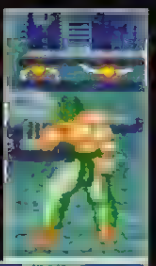


Keith Keith is the most well-rounded character in the game. He has three long-range attacks, his kicks are very powerful and he is blindingly fast. Watch for his triple-jump, spin kick.

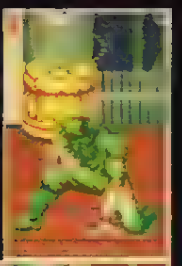


Otane She's old but young at heart, and her fighting style shows it. No walker needed for this grandma, I assure you. She has multiple long-range attacks and she can move faster than anybody.

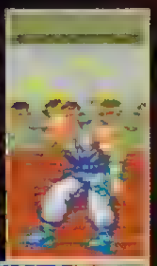
Reiji Ryu? No it's not Ryu but Reiji! He has the same moves including a fireball and a flaming uppercut. He is fast and powerful which makes him dangerous. Watch out for that uppercut!



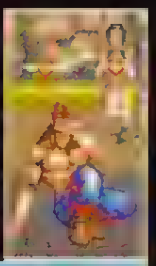
Saizo Saizo is the dedicated ninja of the group. He runs and hops all over the place. His fireball attack can stop you in your tracks and his throws can't be blocked.



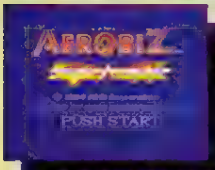
Thin Nen Thin Nen is the mystic of the bunch. He has multiple long-range attacks. His best attack is the energy card. When it hits you, it totally immobilizes you, leaving you open for attack.



White Buffalo The powerful Native American who fights like Sagat and has the strength of a Mack truck. His charging Buffalo attack is powerful and will leave you flat.



AEROBIZ SUPERSONIC



FACT FILE
AEROBIZ SUPERSONIC

MANUFACTURER	# OF PLAYERS
KOEI	1 TO 4
DIFFICULTY	**AVAILABLE**
VARIABLE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	N/A
THEME	**% COMPLETE**
STRATEGY	95%

THE GOOD

The realistic approach to running a major airline.

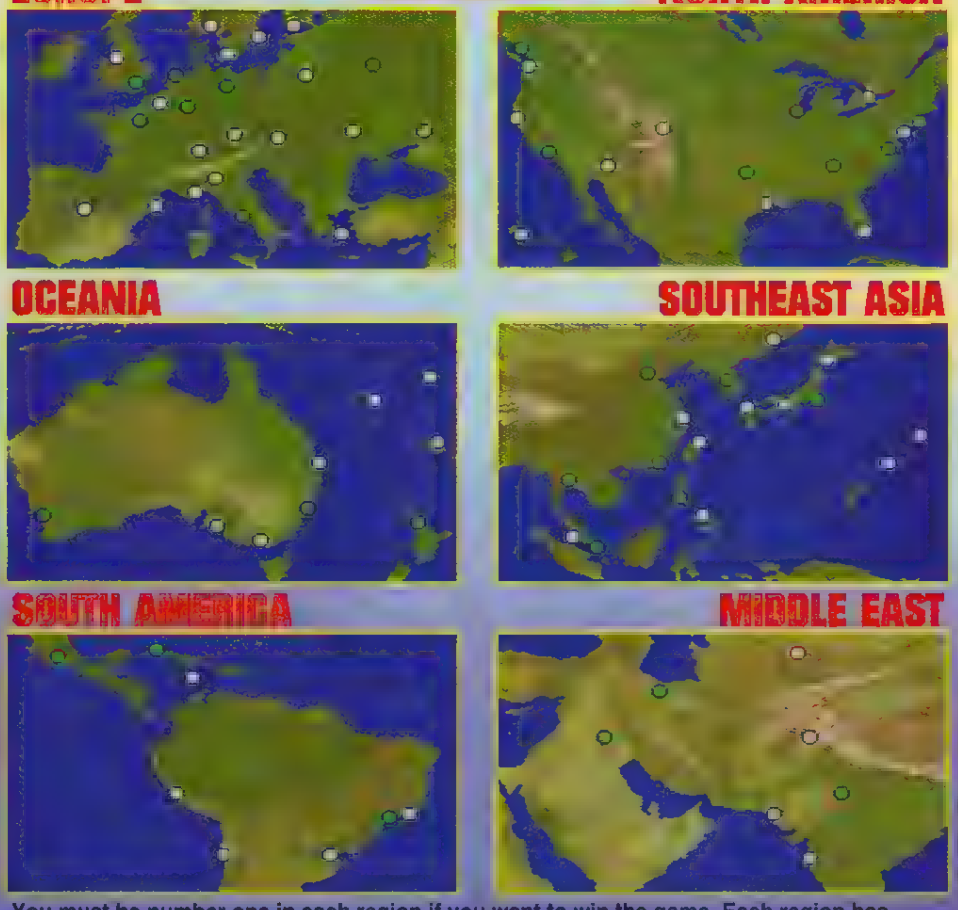
THE BAD

All of the information your board gives you and no way to review it except by writing it down yourself.

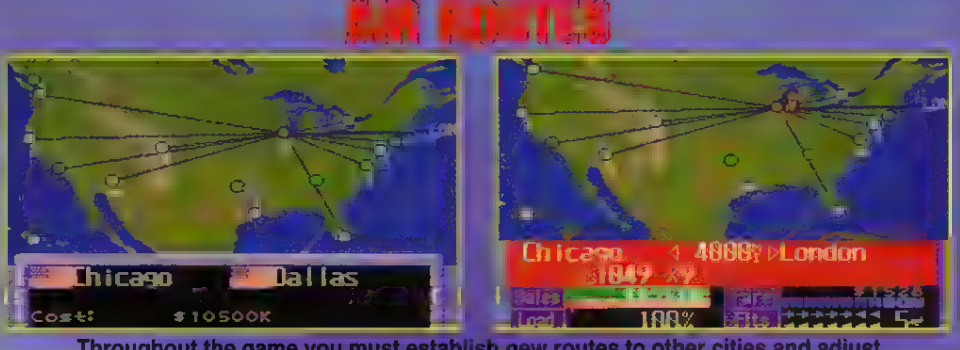
THE UGLY

War! War is always ugly especially when it cuts into your profits.

Before you go and dismiss this game as Aerobiz redone, take a look at it. Well, Aerobiz Supersonic is an entirely redone game, but all is for the best. Buy property, conduct advertising campaigns, travel to more cities and conquer longer scenarios. This game has become more realistic and more enjoyable to play. The choices of planes alone are astounding. There are more than 50 planes you can stock your airline with. I have only one grievance with this game. During your board meetings, your talented staff gives you a rundown of how each route is doing. They tell you how to change it to make it more profitable. This is all fine and dandy, but when you start having more than five routes, it becomes difficult to remember what to do. It would have been nice to have a Reference Screen so you could go back and review instead of reverting to the old paper-and-pen method. This is an excellent game.



You must be number one in each region if you want to win the game. Each region has major (green) and minor (white) cities. Don't be naive and just establish routes to the major cities because the minor ones can produce a great number of passengers.



Throughout the game you must establish new routes to other cities and adjust your already-established routes to meet the demand that they have.

Continued on Page 312

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X-Men	Capcom	Super NES	November 14	CALL
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Continued from Page 310

BOARD MEETING

Each quarter you will be able to consult your board and get their advice on establishing new routes, adjusting old ones, buying airplanes and buying businesses. I suggest you take their advice because it is very hard to adjust your airline manually.

NEW ROUTES

Throughout the game you must open new routes in order to beat out the competition in passenger totals. At times you'll need to negotiate for more landing slots at airports you are already servicing. Both cost money and are an investment in time.

NEW BUSINESSES

Don't think of yourself as just the CEO of a major airline; diversify your company by purchasing other businesses. You can purchase a wide variety of businesses, from travel agencies to grand hotels, catering services to amusement parks.

THE GOOD TIMES AND THE BAD

During the game there will be many events happening in the world—from the Olympics to tourists booms. Your planes must be ready to act during these times. You'll carry more passengers and make lots of money. Not all world events are beneficial. You will also have to deal with war, revolutions, labor strikes and many other realistic situations.

PLAN YOUR BUDGET

You must plan how much money to spend on maintenance, ads and service. My suggestion is to keep all of these at their maximum level.

NEGOTIATIONS

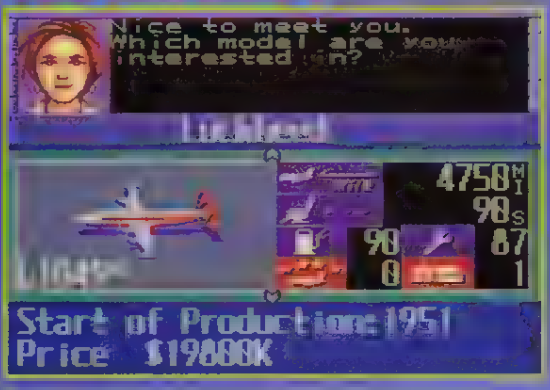
All of your purchase, with the exception of aircraft, must be negotiated. You have four people that you can use to buy and one that is used to sell.

END-OF-TURN REPORT

At the end of each turn a graph appears which has passenger totals, gross sales, net profit, expenses and cities served on it. This allows you to compare your progress to other companies.

THE AIRCRAFT

The aircraft you can choose from are as diverse as the cites. I chose to show you the Lockheed L1049 from the 1955 scenario and the Boeing 747-400 from the 2000 scenario because these are the longest-ranged, largest-passenger capacity planes in the beginning of the scenarios. You can see how technology improves as you progress through the scenarios. Both range and passenger capacity increased, but the cost of operation had also risen greatly by the jet age.



Los Angeles 2053:

Air so hot and filthy, you sweat toxic waste.
Streets so mean, murder is an act of mercy.
It's a perfect place for the dragon.

Rise of the Dragon

He controls the streets with terror. He rules the underground with his sweet poison. And, by the way, this animal's got your girlfriend.

You're William 'Blade' Hunter, an ex-cop doing grungy private-eye work in a seedy city. Now, the mayor, who took your badge for not going by the book, wants you to throw out the book and terminate the Dragon.

As 'Blade,' you must conduct the most desperate investigation of your life. In five days, cover the entire city, challenge everyone—and trust no one.

Use any weapon you can lay your hands on and every dirty trick you know to outsmart a complex cast of characters and end the Dragon's vicious reign.

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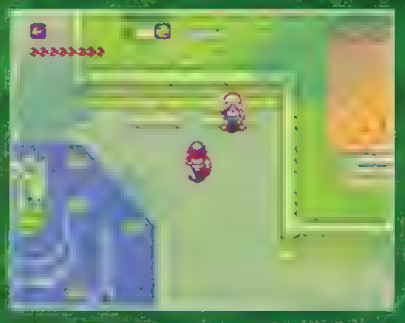
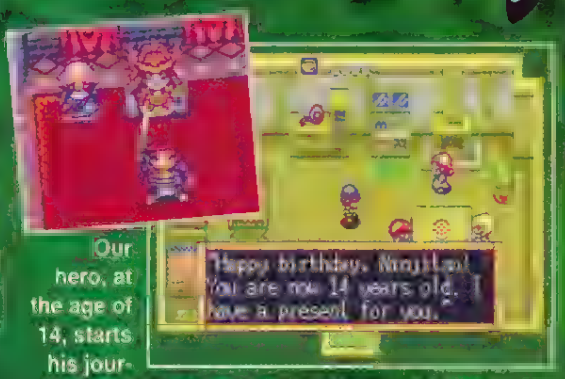
Crusade of Centy

FACT
CRUSADE OF CENTY

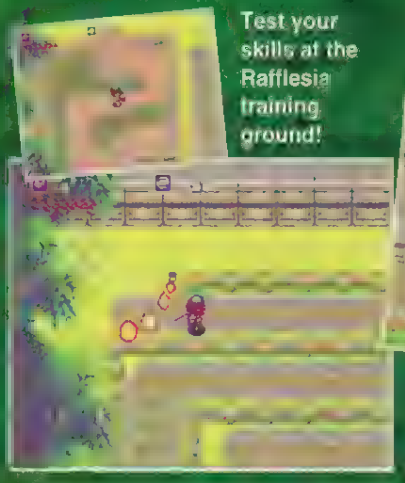
MANUFACTURER	# OF PLAYERS
ATLUS	1
DIFFICULTY	**AVAILABLE**
MODERATE	MARCH
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
RPG	85%

Just when thought role-playing games on the Genesis were becoming a lost cause, along comes a game that makes you eat your words! Crusade of Centy was first released in Japan for the MD (see EGM #9). Through a wise decision, Atlus decided to release it here! Anyone who has played Part 3 of the Zelda series will quickly catch on, as the playing perspective is practically identical! Everything from the swinging of the sword to the scrolling of the background is beautiful! Though being a little on the easy side, this is still an RPG that's very much needed on the Genesis!





Our hero, at the age of 14, starts his journey to right all the wrongs in this world and eventually become a hero. Sound a little familiar?



Test your skills at the Rafflesia training ground!

If you take a wrong turn somewhere, you might have to start over again.

If you have 20 coins, you can pay to learn how to throw a sword!

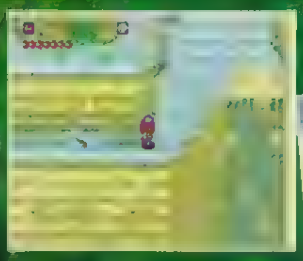
There are over nine lands to explore!

When certain animals join your party, you can let two of them help you at one time!

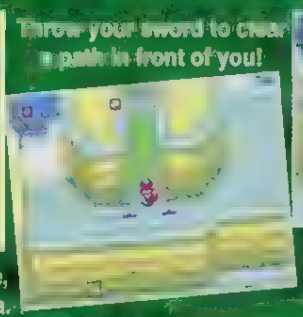
THE VILLAGE COURTYARD

Be sure to visit the fortuneteller and mermaid to learn valuable clues for your adventure.

THE LAND OF DAHLIA

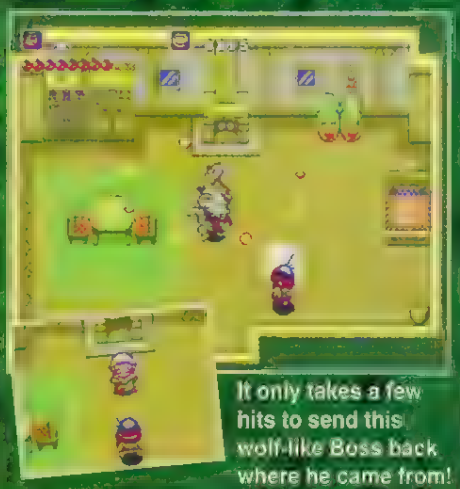


In your first adventure, travel to the land of Dahlia. You have to climb steep cliffs while fighting albatrosses and strange armadillo-like creatures. Ride a waterfall to the end Boss and rescue an old lady from it!



Throw your sword to clear a path in front of you!

If you visited someone beforehand, this hare may give you some info.



It only takes a few hits to send this wolf-like Boss back where he came from!

Throw your sword to activate the falls!

Destroying albatrosses is a great way to collect coins!

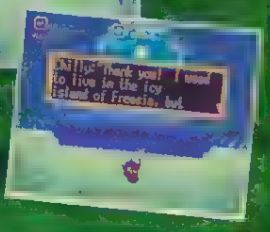
There are two major objectives to the Dahlia canyons. First you must rescue an old lady from an interesting-looking werewolf, then you must find a wise, old hare who, if you're trusting enough, will teach you how to overcome your fear of jumping!

ANEMONE BEACH

Watch where you jump! If you land on any dark colored pieces, you'll fall!

Welcome to the Anemone beach, where you'll encounter charging starfish, crabs and other deadly, sand-crawling creatures! Find the animal village and rescue a penguin from a huge Octopus!

The stories of a helpless animal being trapped behind a rock are true! Defeat this huge octopus and rescue a poor, helpless penguin!



Be sure to visit this father elephant!

Yes, that really is Sonic catching some rays on the beach!

THE GOOD

Zelda action on the Genesis! This is one game to rent at the very least!

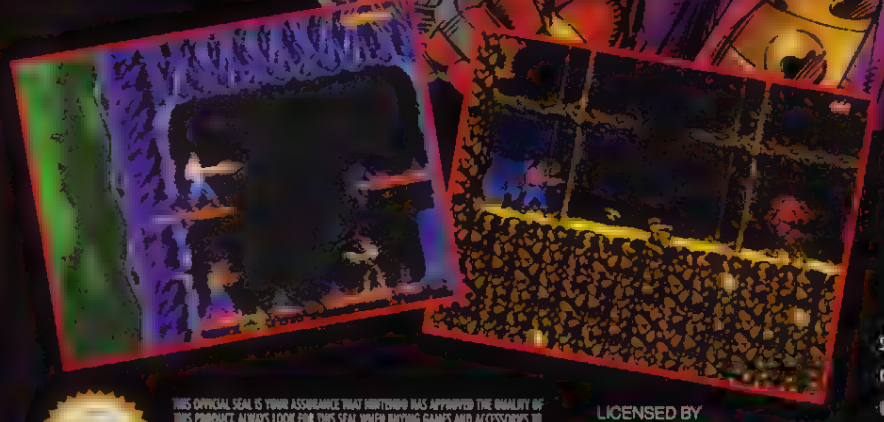
THE BAD

This game was targeted for a younger audience in Japan, so don't expect a brain-buster.

THE UGLY

How cute-looking everything in this game appears to be!

BLACKTHORNE™



You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.

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He's Here To Take Out The Trash.
MY ENEMIES ARE MORE EVIL AND REPULSIVE THAN I EVER IMAGINED. THEY ARE BRUTAL, HIDEOUS CREATURES WHO DELIGHT IN BUTCHERING THE INNOCENT, THE UNARMED... MY PEOPLE. I GROW IMPATIENT TO AVENGE THE VICTIMS IN THIS HELLISH PLACE. THERE HAD BEEN MUCH BLOODSHED, BUT THE NIGHT IS YOUNG. AND IT'S TIME THEY MET BLACKTHORNE.
—Kyle
Win a limited Print of the Blackthorne Art Work signed by Jim Lee the artist!
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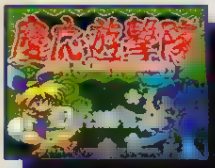
SEGA CD

KEIO Flying Squadron

慶応遊撃隊



FACT FILE
KEIO FLYING SQUADRON

MANUFACTURER	# OF PLAYERS
JVC	1
DIFFICULTY	AVAILABLE
VARIABLE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	7
THEME	% COMPLETE
SHOOTER	100%

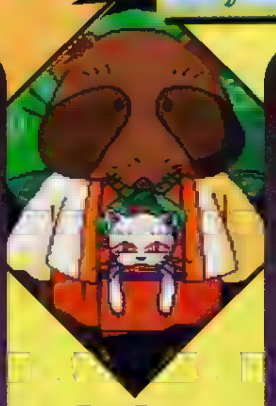
Slap on your cute, little bunny suit and get ready to take on some of the fiercest shooter action available with your favorite dragon! Along the lines of Super NES' Parodius game, this shooter is goofy and fun. Unlike other games of its type, this one has an actual cinema-depicted plot. Goofy as it may be, it's bound to keep you interested and add meaning to an already very enjoyable title. All the usually shooter-esque things are here, with power-ups and options as well as scores and scores of wonderfully animated enemies to gak. What more could you ask for?

THE GOOD
The graphics and sound effects of this game are exemplary. Definitely one of the best shooters for Sega!

THE BAD
Some of the more intense screens experience the "slowdown" effects. Doesn't hurt it too bad, though.

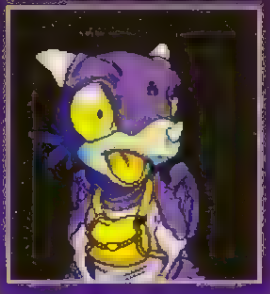
THE UGLY
The odd attempt to weave a plot into the action comes across in an almost TV show-like way.

RAMI
A descendant of the aliens who came to Earth. She protects the treasure inherited from her ancestors and pursues Dr. Pon to regain the key to the secret treasure.

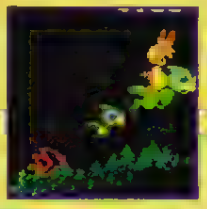


Dr. Pon
Super-intelligent, raccoon creature known for his criminal activity. Very popular among his animal associates who he manipulates. He treats all of his followers well.

Spot
Pet of the Nanahikari family. Raised together with Rami, she looks up to her as a big sister, not just a mother. Strictly a vegetarian, her favorite food is corn.



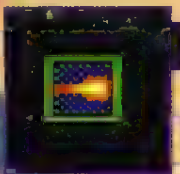
UTILIZE THE VARIOUS POWERS OF YOUR DRAGON



If you remain stationary for long enough, you will regenerate some little familiars. These come in handy for multiple firepower! Also, you can detonate one of them for a special, multiple attack.

COLLECT THE POWER-UPS FOR MAXIMUM POINTS

1-UP
Let's hope this one is self explanatory by now!



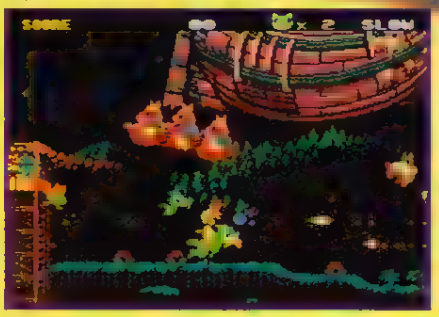
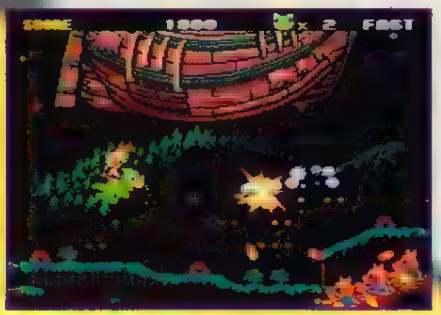
FIREPOWER
Adds more punch to your existing method of destruction.

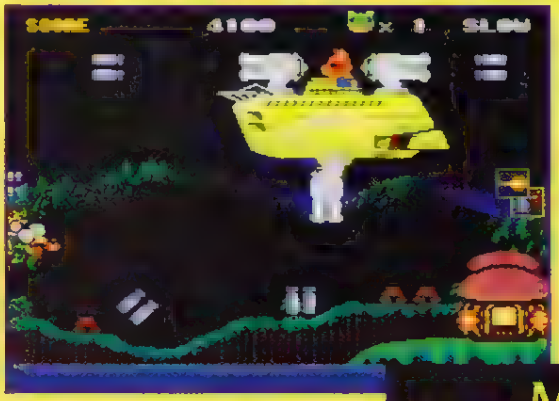
BOMBS
Allows your dragon to toss bombs at the enemies below.

TRIPLESHOT
Modifies your basic attack to a triple-shot, wider-range spread.

LEVEL ONE

Things start out pretty easy. Be sure to snag the first two "please-kill-me-to-get-a-power-up" enemies so you can be on your way to high-speed, mega-goofy, nasty gakking. Sound like fun? Wait until you actually start getting to some larger mid-Bosses. Talk about zillion-hit uglies! Just get them where it hurts (indicated by them flashing when you hit it).

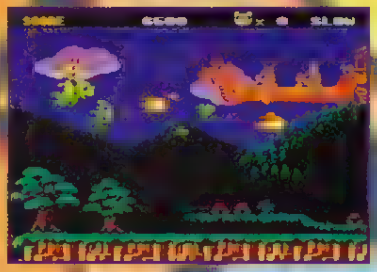





LOTS OF SHOTS...

In general, you will be using a couple zillion shots on the Boss-type characters in this game. True to the shooter theme, there are certain spots on the enemy which are vulnerable to damage, and others which are not. If you are powered-up with both options available, it won't be hard to find these spots and dispose of the nasties to go on to the final Boss. If not, good luck. Timing and persistence are key to victory.

MID-BOSSES



BOSS MOO COW-COW

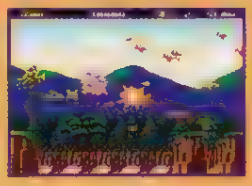
Yes, it's a giant artillery platform being towed by a cow. Just keep blasting things that move and you're in for a sure win!

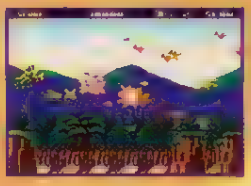
CONTINUED PERIL

After the two consecutive mid-Bosses, there are some minor problems to overcome. Be sure to fine-tune your gakking ability; the main Boss of the first stage is only a few screens away. Are you ready for all this?

LEVEL TWO

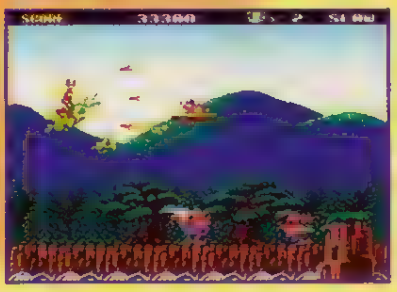
Nothing too petrifying at first. Just watch out for the massive swarm of birdies who come flying at you after a bit. They're fun to kill! They kinda sound like popcorn going off when shot!

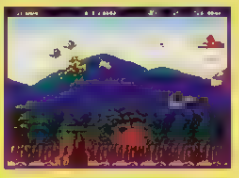


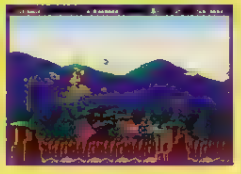


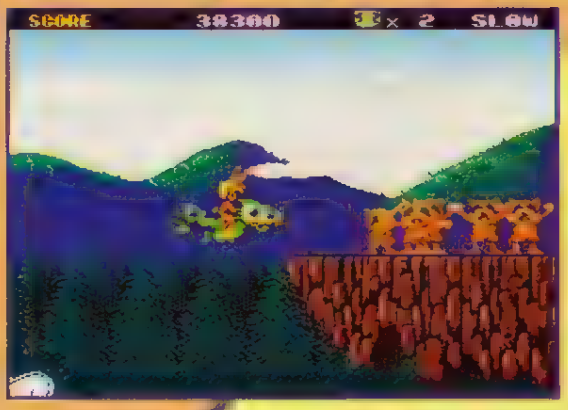
WOOF, WOOF, <POW!>

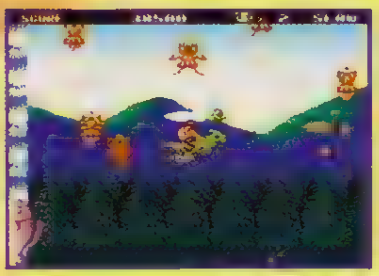
After a bit, you are treated to one of the first instances of the wonderful sound effects this game has to offer. Small scores of flying dogs will come at you. After being shot down, you can hear their awesome sound effect. Oh, and while having fun with the exploding rovers, be sure to watch below you for some of those pesky raccoons taking pot-shots at you!









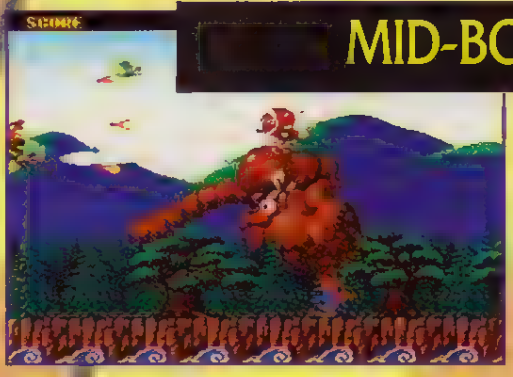


TIME FOR A PLUNGE

You are given a warning as you fly past a cliff with some raccoons getting ready for a dive ... on top of you! If you have homing missiles, you should have no problem getting past this part.

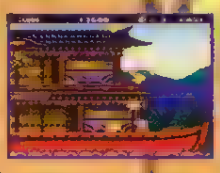
The only really difficult thing about this guy is the fact that he takes up a lot of the screen while moving across it. Watch out. After he's dead, he still fires at you!

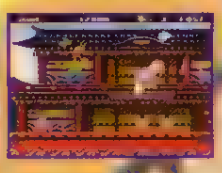
MID-BOSS

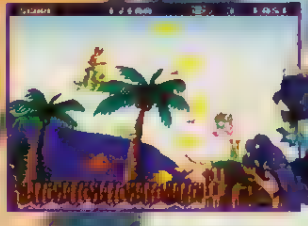


TROPIC FUN

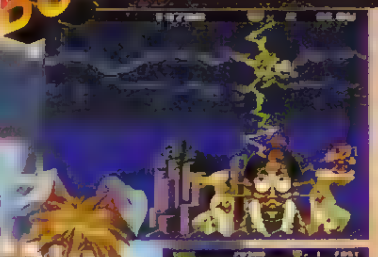
After taking out a small river (gun) boat, you proceed to a small tropical region where yet more nasties await imminent destruction at the hand of your bunny-tailed heroin.

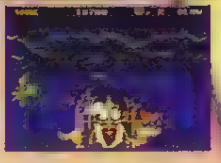






BOSS UGLY ZAPPER-THING





This guy turns into a pain rather quickly. Avoid the bolts from the top of his head, and shoot the dude in his hand.

LEVEL THREE

It's off with a great train chase! Take out the various cabins of this heavily-fortified train—be on the alert for power-ups!

WACKY ACTION

This is a rather long-winded level, full of waves of wacky, wild action with all kinds of animalia coming your way. Keep 'em at bay with your firepower to prevail!

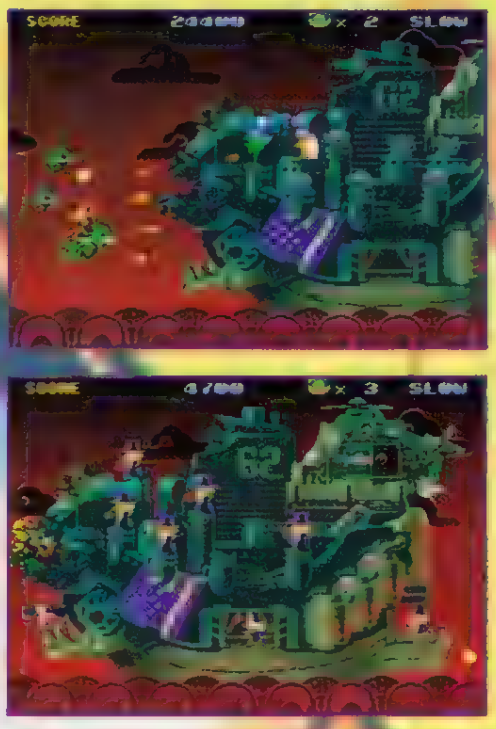
NO MID-BOSSES?

That's right. There are no mid-Bosses on this stage. Because of the length of this level, it's very difficult even without any mid-Bosses or any large enemy to defeat. Wait until the main Boss, though.

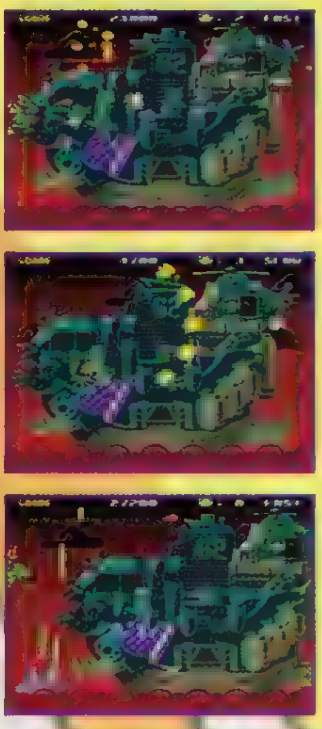
BOSS: REALLY BIG AMERICAN SHIP

GREAT, PICK A FIGHT WITH THE U.S. NAVY!

Unfortunately, Rami's mouth gets her into a tad of trouble with the U.S. Navy. You must take on a battle cruiser with a typical cocky American captain taunting you the whole way. Have fun!

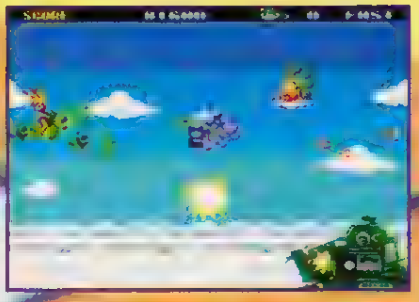


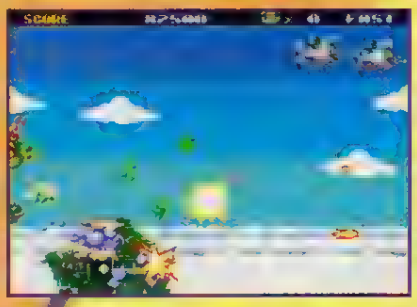
Start with taking out the various units of artillery firing at you. After a little while, this dude with a hat will pop out and begin taunting you. He'll shoot once, then remain for a second. Shoot him then. Every so often, the whole ship will explode with little guys. Avoid them, then fire away!



LEVEL FOUR

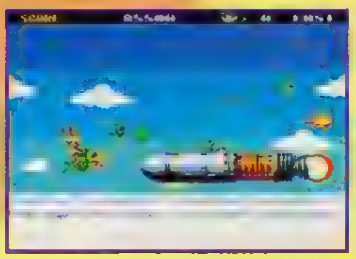
It would appear that the U.S. Navy hasn't learned its lesson. If you play close attention to the end of Level Three, you will notice that the large helicopter launched off the back end at the last second. This very same chopper is back to give you some grief right off the start of Level Four. Keep plugging it with chock loads of firepower, and avoid its attacks. Easy, right?





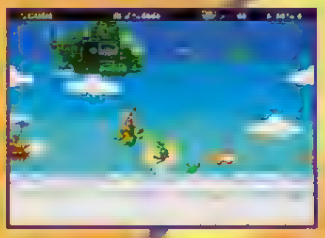
PROJECTILE FUN

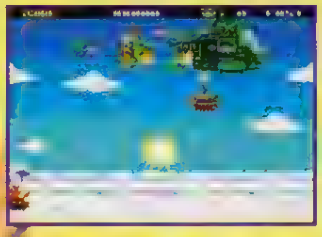
Keep an eye out for the not-so-easy-to-miss warheads aimed at your pretty little head. Shoot 'em down if you can, otherwise just steer clear!

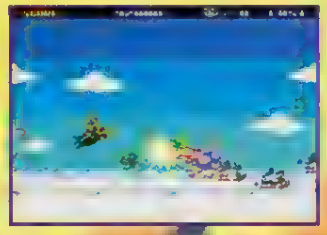


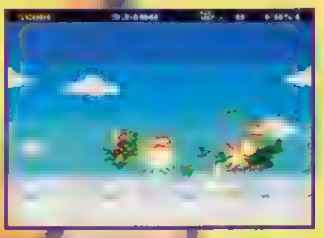
PROJECTILE FUN

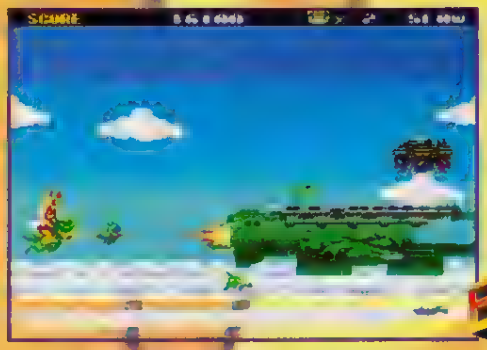
Keep an eye out for the not-so-easy-to-miss warheads aimed at your pretty little head. Shoot 'em down if you can, otherwise just steer clear! Be sure to stay away from the explosions when you shoot the missiles, or you can kiss one life away. Also, keep an eye out for more of the American forces out to gak you in a serious fashion. Look for patterns in the method that the enemies attack you, and shoot through them.

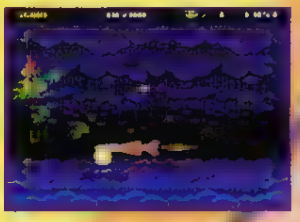


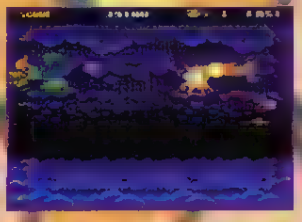










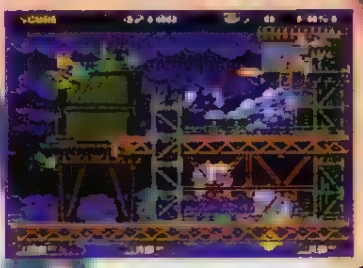


WHEN IT RAINS...

Yep. More missiles. Faster missiles. More dangerous missiles. Have fun.

BOSS: REALLY BIG KILLER PLATFORM

Stay clear of the large volleys of fire. Keep your guns blazing through the whole thing!



PLATFORMS O'GUNS

Once you've made it through the array of nasty missiles, you get to take on massive, air-based platforms of destruction. Sound like fun? It sure is! Just keep pelting the base with shots!

LEVEL FIVE

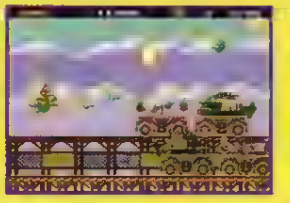
STILL AFTER YOU

It would appear that the U.S. Army just doesn't want to quit chasing you down. Fight off more of them than in any other level so far, as you avoid the helicopters swooping down to gak you. Not too hard.

PIECE OF CAKE

"Wave" is the operative word for the mid-section of this level. Large groups of high-speed nasties come flying at you. The best method of survival is to retaliate with an attack of your own. Time the special attack right and you'll do just fine.

THE ACTION HEATS UP WITH ROUGHER MID-STAGE CHALLENGES



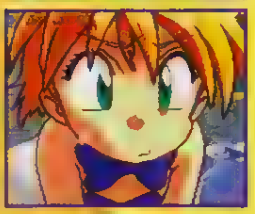
Tanks with massive lasers; blimps launching missiles. The threats are nonstop on this stage.

THE BIG NASTIES ABOUND

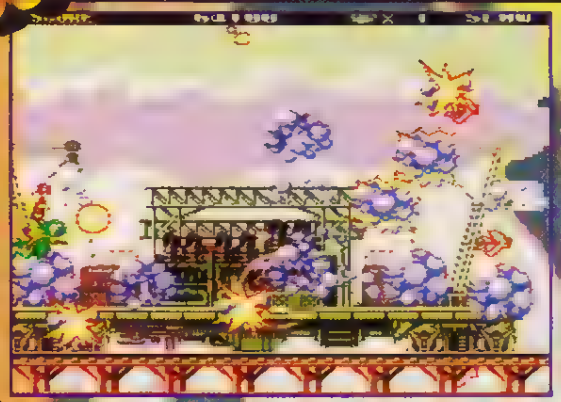
Large, flame-throwing tanks launch missiles at you. Massive balloons launch squadrons of high-speed uglies. What more could you ask from the fifth level of a shooter?

THE PLOT THICKENS...

You may or may not wish to pay attention to the cinema after beating this level. It reveals a large section of plot.



BOSS: EVEN BIGGER KILLER PLATFORM



This thing starts out easy enough to kill. Just keep pelting it with your firepower. Watch out, though. As it gets closer to dying, it begins to release even more volleys of fire at you. Find a secure spot, stick to it, and just keep letting the platform have it.

DARKSEED

FACT FILE
DARKSEED

MANUFACTURER	# OF PLAYERS
VIC TOKAI	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
RPG	80%

THE GOOD
The backgrounds in this game are detailed, realistic and really add to the "mystique."

THE BAD
The control and object of this game takes some time to get used to, requiring A LOT of patience.

THE UGLY
This title suffers from a serious lack of colors. It could use some brightening up!

A successful businessman. A mysterious house. An interesting plot. All of these things and more come together in the game Darkseed. Can you solve the mystery? Can you cure your own headache? Can you find out the problem that is making the whole town hide? With your help all of these questions can be answered and the plot unraveled, but it will take a lot of concentration, focus and determination to tackle the obstacles ahead of you. Learn the history of your house and why you were able to purchase it so cheaply. Does the house have any connection to your headache or is it just making it worse? Beat the mystery of the house and all of its puzzles to survive. Give up on the mystery or let it get you and you will join those other failed gumshoes in the big [illegible] agency in the sky.

THE TOWN

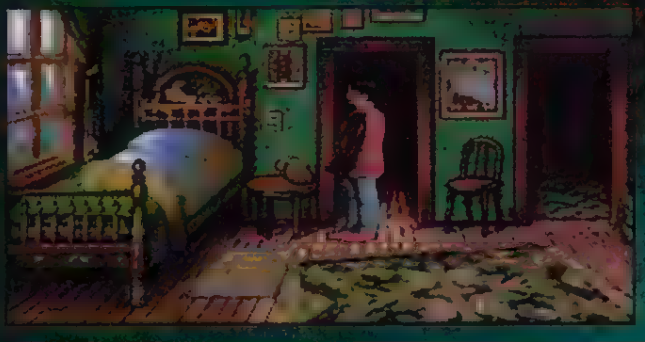
This town is very strange. There is nobody on the street! Very strange.

THE HOUSE

Can you unravel the mystery of the house? A dirt-cheap house is bound to come with some problems. Unfortunately, this house has a history.

THE HOUSE OF DOOM!

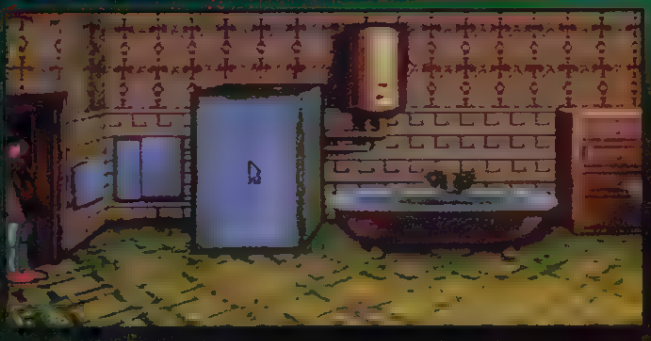
THE BEDROOM



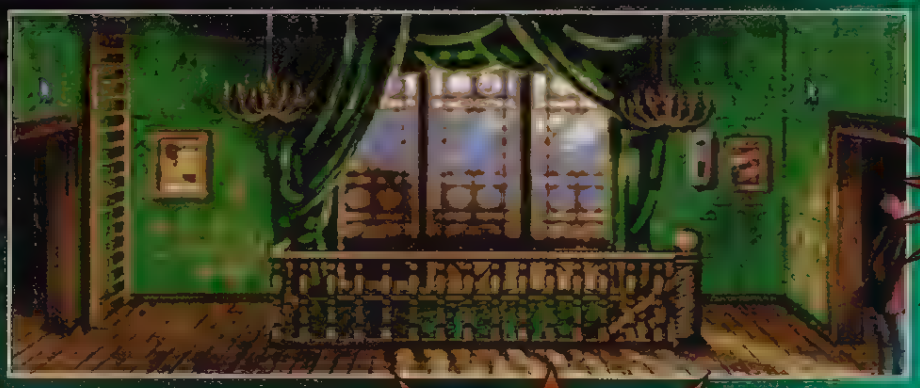
Holy Cow!! What a headache! After a particularly scary dream, you end up in the bedroom to start your adventure. You'll have access to the phone here. Also, this is where you will wake up after sleeping and later you might find a secret passage.

THE BATHROOM

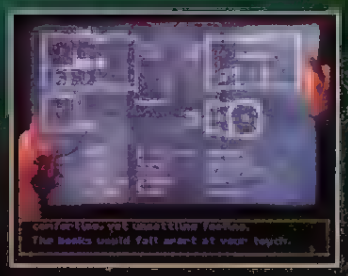
Off to the bathroom! Here you can take some medicine for your headache and you can also ... well ... you can take a shower and make yourself more presentable. Actually it is rather humorous because you walk in with your clothes on and walk out with them on, too!



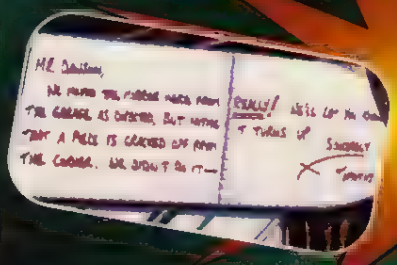
The stairwell. Yes they are stairs. From this area you can go to either the first level, the attic or back to the bedroom or bathroom. Be sure to check out the attic from here. Who knows? It could be important, then again it might not be. We will just have to wait and see.

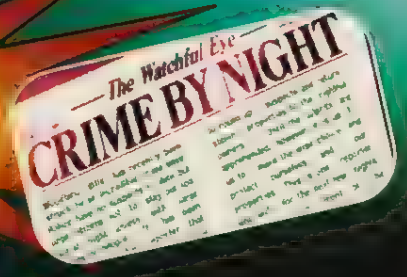


THE STAIRS

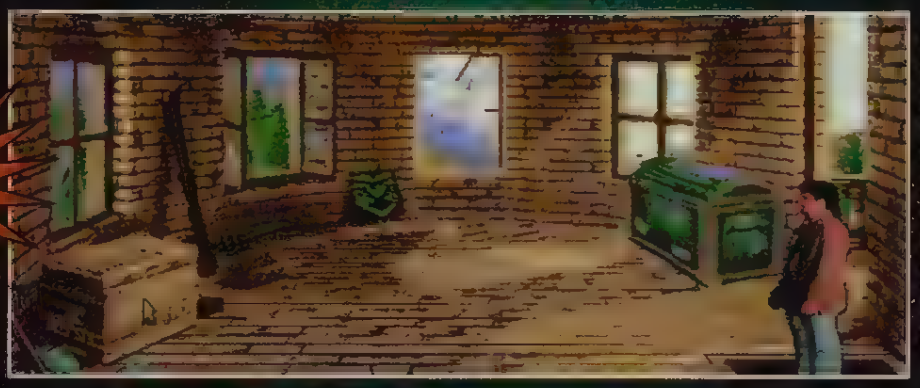


ARE THESE CLUES?



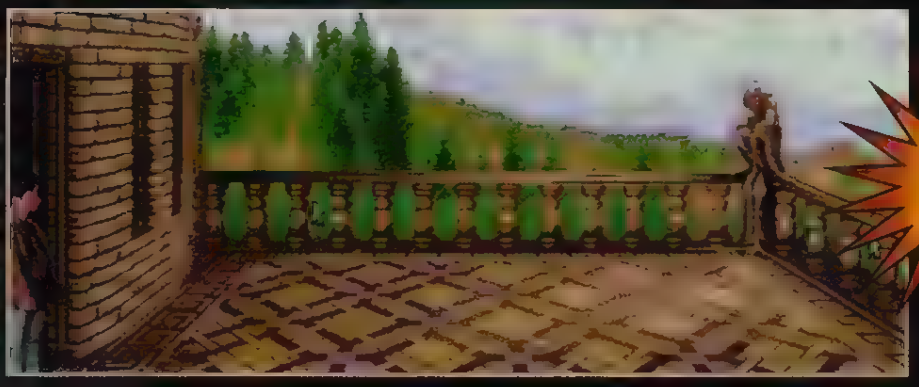


THE ATTIC



After passing through the stairwell you can go up to the attic. In the attic you will find some pretty useless items, including a set of skis, an empty steamer trunk, an old deflated soccer ball, an old newspaper and an old trunk which is locked. Look carefully and you'll find the watch.

Although the balcony offers quite a view, I do not think that you will be looking at the landscape for very long. You have a mystery to solve. The statue of the gargoyle at the edge of the balcony will only add to the mystery of not only the house but the previous owner's taste.



THE BALCONY

THE GARAGE

While exploring the area surrounding the house you will find a way into the garage. In the garage you will find a car that is very old and might just be able to be repaired, given the right parts. Be sure to check inside the car—you may find something interesting in the glove compartment.

BOUNCERS

FACT FILE

BOUNCERS

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
ACTION	100%

THE GOOD

The characters are really funny looking and perform some hilarious moves.

THE BAD

Besides shooting hoops all day and scoring points, there isn't much else to do.

THE UGLY

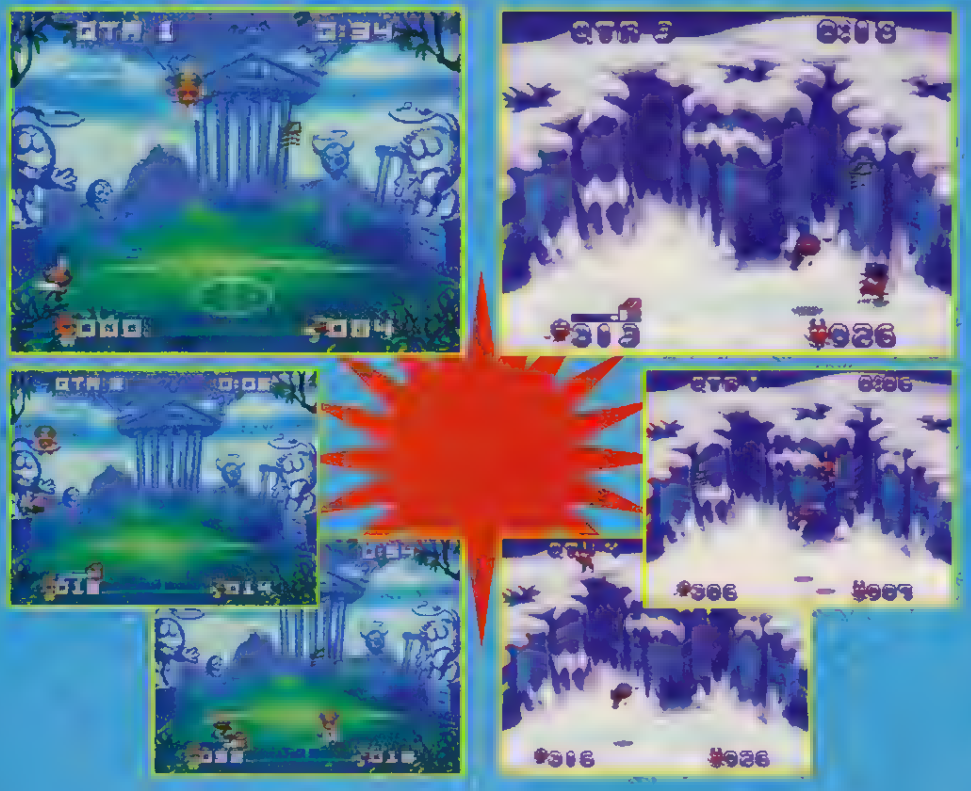
The cartoons provided in the game are the best. If you get tired of playing just sit back and watch these.

Usually there are teams, right? Usually there are rules, right? Sometimes there is even a ref, right? Well, Bouncers is everything but normal. You have the choice of eight different guys who each has a different background. They challenge each other to an odd game of hoops to become the ultimate shooter. The problem is there is no defense or offense. Your job is to score as many baskets in either basket to rack up the points. Bounce off each other to jump higher and collect flying icons worth various point values. Bounce as much as you can for that is the name of the game.

SIERRA

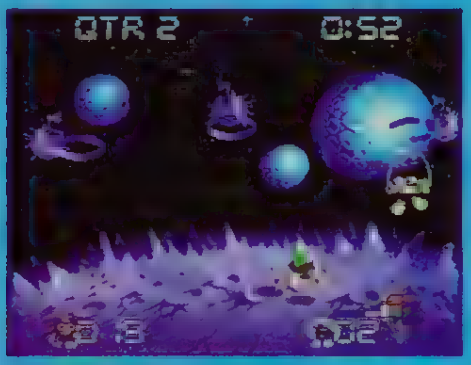
CHOOSE FROM EIGHT DIFFERENT GUYS!

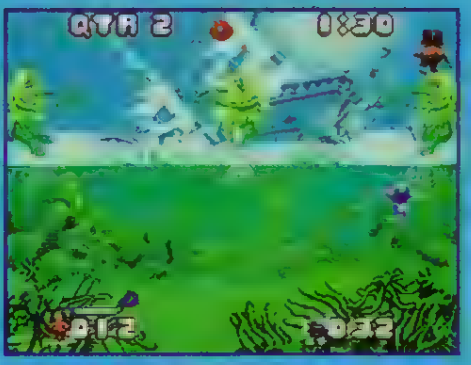
THE CRAZY WORLDS

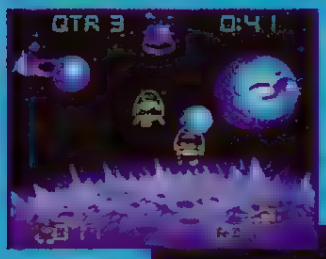


ACROPOLIS:
This looney land has a Grecian-like theme with many statues and monuments. The hoops are located at each end of the statues themselves. Here Fu and Tank go at each other to see who's the better shooter. Tank dominates the battle.

THE ICECAPS:
Up on the mountaintops a court is carved out of ice and snow. Use the player of your choice to bounce your points up to the top. This court has three hoops for an added area of shooting. Zap bounces off Dash to score a two-pointer.







OUTER SPACE:

This is Gog's favorite place. You are put in a little module that levitates you to the satellite hoops above. Go for a three-pointer from the corner!

SUNKEN SHIP COURT:

Yes, the court is actually underwater! Through the seaweed and the rocks you must shoot the mermaid's arms. There are also three baskets at this level.

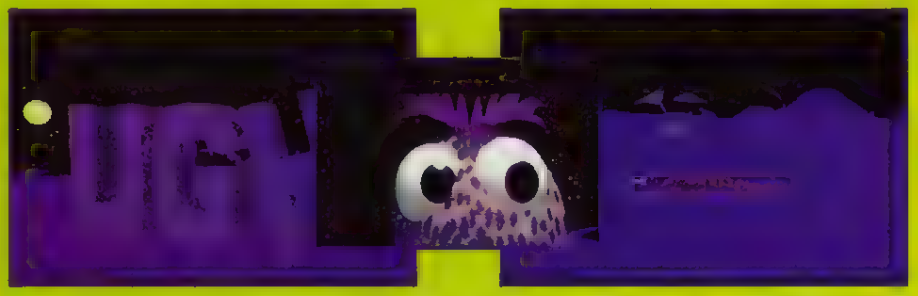
THE JUNGLE:

Here in the deep forest lies another court with monkeys as baskets. Keep bouncing off your opponent to score and be sure not to let him bounce off of you!

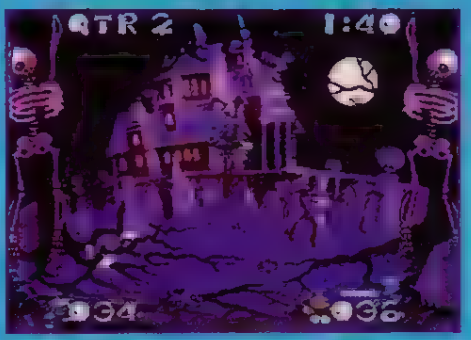
WATCH THE CARTOONS!

At the beginning of the game, you can watch eight cartoons starring the main characters from Bouncers! The episodes are fully computer rendered, with smooth animation and great story lines.

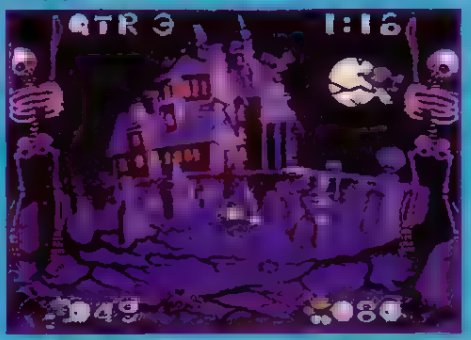
It's a cool way to learn about each character. You'll be surprised that you're watching a Sega CD game because the video quality is so clean, without the typical, dithered look.



THE GRAVEYARD:



Hey! How about a few games in the graveyard? Better yet, let's use skeletons as the hoops. Yes, it's all here. Even use bats to help you score more points.



CORPSE KILLER

FACT FILE
CORPSE KILLER

MANUFACTURER	# OF PLAYERS
DIGITAL PICTURES	1
DIFFICULTY	**AVAILABLE**
EASY	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
SHOOTING	90%

THE GOOD
The story line is rich and detailed, allowing you to really get into the plot.

THE BAD
Unfortunately, you can only kill so many zombies before the idea gets too repetitive.

THE UGLY
The full-motion video is a bit too jerky to seem lifelike. It just doesn't flow smoothly.

Play as a Lieutenant who is stuck in a tight situation. You have been dropped into a hostile territory filled with zombies that have been resurrected by a brilliant madman. That's not all, though. After you land from your trip in the sky you get stuck in a tree and a zombie poisons you by biting you. After you get bit, a man comes to your rescue. It is your new friend Winston. He takes care of your current problem and stays with you for the remainder of the adventure. Although he doesn't fight for you he will help you with information and healing. Soon after finding Winston, you meet up with a determined reporter. Together you must beat an army of bad zombies and rescue the other troops. Do you have what it takes to beat Dr. Hemmland? Can you beat his army of undead thugs? Good luck and keep on shooting!

MEET SOME OF THE KILLER CAST!

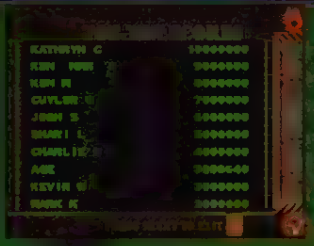
Julie Barnes is an eager reporter trying to dig up dirt. She is trying to blame this mess on the government and always asks you questions about their involvement.

Winston is your friend from the start and will stay until the end. He will provide a great deal of information as well as healing services.

Dr. Hemmland was a leading necrobiologist for the government. Now he is amassing an army of the undead. He must be stopped!

EXTRA FEATURES!

Use the Option Menu to load and delete games. Also use it to set up the Menacer!



Meet an untimely end or finish the game and maybe you can list your score with the best.

THE SATELLITE MAP

Use the Satellite Map to make the choice of where you want to go next and which mission to tackle. From this screen you challenge such things as serial killers, dead boyz and renegades. Also take up quests for Winston and Julie, or access Zombietown (the last level) and the Datura plants for healing.

THE DATAPOD

The datapod is your library of all the information that you have acquired so far in the course of the game. Look at this datapod when choosing where to go next and you can also save the game from here. When the game starts you will have some base information to work off of so check it at the start!

INDIVIDUAL MISSIONS FOR INDIVIDUAL PEOPLE

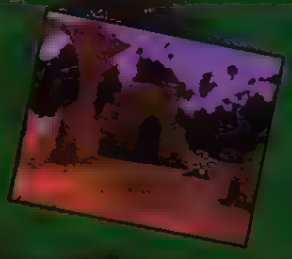
JULIE'S FIRST MISSION

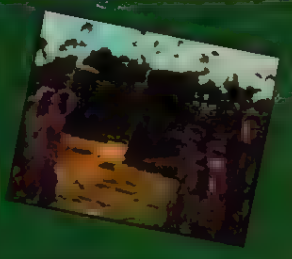
In this mission, Julie needs you to cover her while she tries to get some pictures and dig up evidence of government involvement in something called Project Manpower. After a quick battle with flying and land-walking zombies, you reach the end and Julie tells you that she has some interesting pictures. Check them out in your datapod.

WINSTON'S FIRST MISSION

In return for carting your butt around you agreed to help Winston get a treasure that is on the island. Although this level is not as difficult as any other one, it still has some excellent backgrounds and groovy dance maneuvers that the zombies do. Get down! Winston will find his gold at the end of this level and walks back to the jeep happy.

DEAD BOYZ, RENEGADES AND SERIAL KILLERS MISSIONS

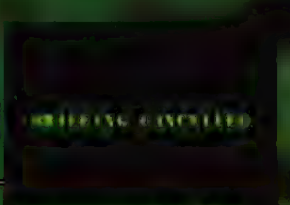




Although in these levels you pretty much just go in and kill as many Zombies as you can, you can also get some valuable items including the ever-useful ju ju stick. In these levels you will see some interesting zombies, from flying zombies, to disco-duck zombies, to zombies practically dragging themselves along. Just remember—don't spare the bullets, let 'em have it!

OTHER FEATURES

You can cancel a mission at any time by hitting the C button. After a short briefing you will have to fight one battle and then choose another mission.



You can cancel the briefing of a mission by hitting any button while he/she is speaking.

CLEANING GEAR
GAME GEAR
Cleaning Gear
Works better than your mother
Cleaning Gear
Works better than your mother
Cleaning Gear
Works better than your mother
Cleaning Gear
Works better than your mother
Cleaning Gear
Works better than your mother
IT'S NOT SEGA YOU LOSE
SEGA
Game Gear - Extras.

SEGA Seal. Look for it.
Super WideGear. Don't Squint. Magnify.
Holster Flex. Carry your gear.
PowerBack. Rechargeable. Pop it on.

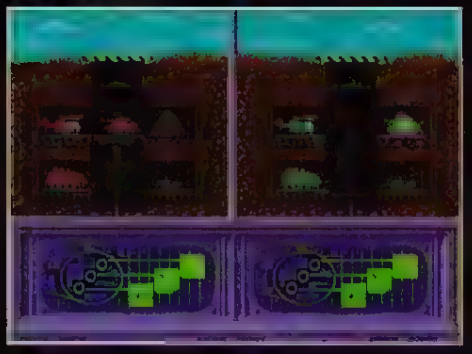
FACT FILE

RETURN FIRE

MANUFACTURER	# OF PLAYERS
SILENT SOFTWARE	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	9/132
THEME	**% COMPLETE**
ACTION/WAR	85%

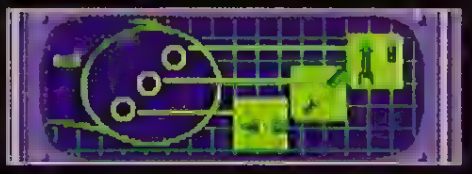
Weapons of warfare!

You have four pieces of military equipment to accomplish your flag-catching mission. Before you choose between them you have to learn what your weapons can do so that you don't send a tank to do a scouting job best left to a helicopter. You also have to be careful not to waste your vehicles because some of them are expensive and hard to get a hold of. After you master these you will be able to take on anyone!



Helicopter

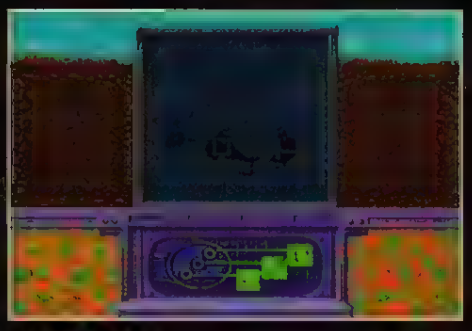
Armed with missiles, a machine gun and enemy-seeking radar.



The helicopter is great for scouting out potential flag sites.

Starting up

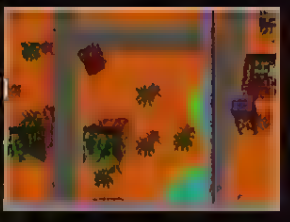
Pick the stage you wish to conquer and then go for it. You have a choice of lots of different battlegrounds and different difficulty levels.



The game also has an option to choose between several different languages so that the game can be enjoyed by anyone.

Perspectives

As you play the game the view will change from a close-up view to a farther view, depending on how fast you're going.



RETURN FIRE

Somewhere on an island in the Pacific you and your troops are on a mission to capture the enemy flag, destroy his base and take control of the island. You have four pieces of military hardware to help you accomplish the mission. The tank, helicopter, A.S.V. are all powerful weapons but they are all unique.

This game can also be played in One- or Two-Player Mode. Other features include awesome scaling effects that keeps the playing field at just the right perspective. There is also an option to choose the language that the game is in so that the game can be enjoyed by people all over the world.

Return Fire is a Trademark of Prolific Publishing, Inc. 706 West Broadway, Suite 300, Glendale CA 91204

Jeep

Armed only with a box of grenades, the jeep is quick but vulnerable.

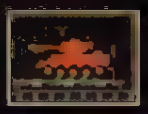
The jeep is the only vehicle that can retrieve the flag, and it can float on water.

Armored Support Vehicle

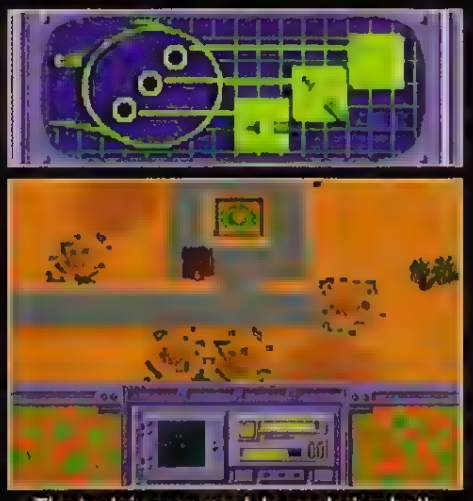
Armed with missiles, proximity mines and enemy-seeking radar.

The A.S.V. is your most powerful tool, but it is a slow-moving vehicle.

Tank



The tank is armed with bullets and enemy-seeking radar.



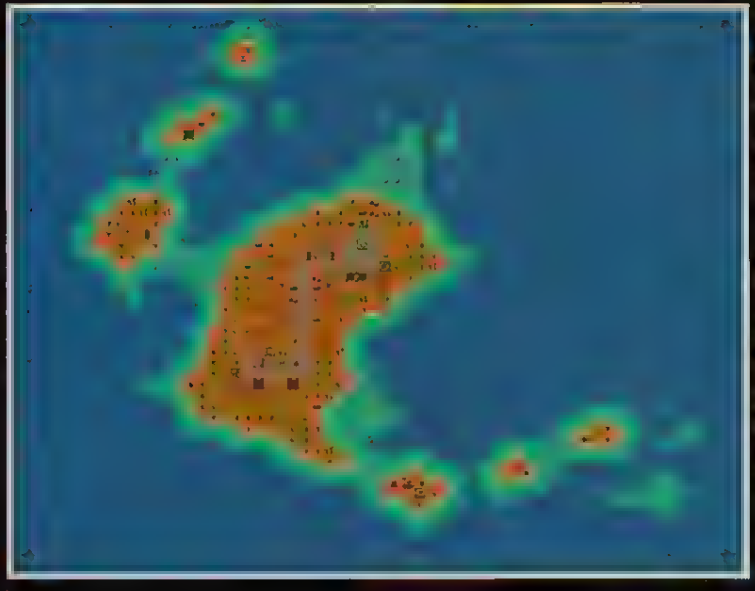
The tank is your work horse being both quick and powerful.

You can take out these buildings just to practice your maneuvers.

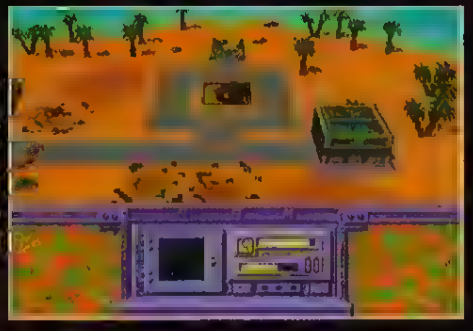
The first strike!!

You can totally destroy the enemy compound since there is no resistance.

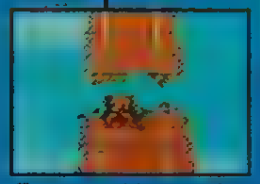
Simple level



The first level of this game is what the programmers call the simple level, and was put in there simply as a training level. There is no resistance on this level and there is only one place that the flag can be. This level is a lot of fun to play at the beginning but as you get better you'll want more of a challenge. Then it's time to move on to bigger and better, battles that will challenge even the best players.



Strategy

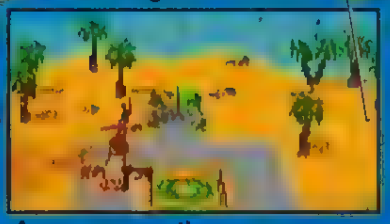


Try not to blow up the bridge or only the jeep can pass.

Legend

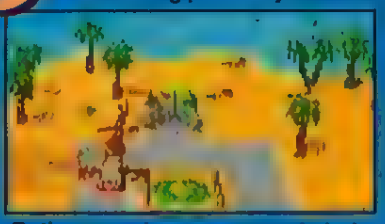
Here we are showing one of the hardest maps in the game. The legend below is to help you better understand the layout of the land and the strategy you will need to employ in order to win the battle.

These indicate potential flag locations.



As you can see there are many spots that the flag can be in. Your success depends greatly on how fast you can determine the flag's location and how well and fast you can clear a path for your jeep.

The S icons tell the respective starting places by color.

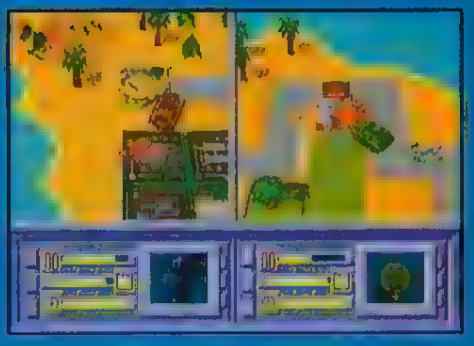


Both you and your opponent start near enemy territory so that neither has any clear advantage. There are several different ways to go—either try to beat your opponent by way of speed or use different techniques to sabotage him. This game is fun in One- or Two-player Mode but I thinks it's a blast to blow one of your buddies' helicopters right out of the sky!

Sabotage!

As you study the map you will notice that there are some bridges that you will not need in order to reach your objective. These bridges are of no use to you and will most likely help your opponent, so in order to help yourself and hurt the other guy at the same time blow them all up! This will leave him with only two ways to go—use his expensive helicopter or use his quick, but vulnerable, jeep.

Breach the walls!



Every one of the potential flag sites is surrounded by rocket turrets. You are constantly being badgered by the automated defenses of the base including these pesky little drones that are fearless and dedicated to taking you out. Your tanks and your A.S.V. are really tough and can withstand repeated hits, while your helicopter and your jeep are relatively weak. Send in the big guns to clear the way.

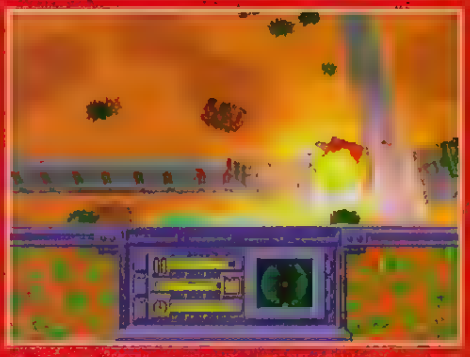
FIGHT!

This is an example of how a game might be played. This playing field is average on the difficulty scale with only a few potential flag spots that are not heavily guarded.

Send out your helicopter to scout the region. Remember to keep moving or they will send out drones to eliminate you.

When you find the flag, get out of there as fast as you can so the turrets won't lock on you.

Circle the compound one last time to get a good idea of the layout of the land in preparation for your tank.

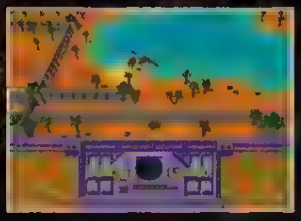


The A.S.V., or tank, comes in next to clear a path for the jeep that will attempt to recover the flag.

The jeep can do things that the other vehicles can't, like crossing through the water. This makes your quest shorter.

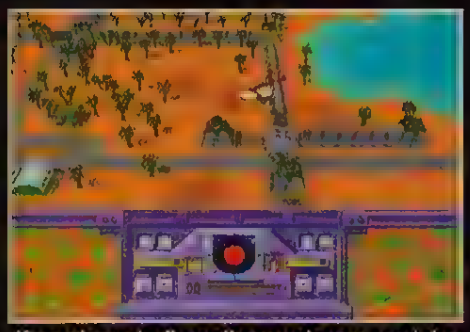
One player

Playing in the One-Player Mode is a little more relaxed because you're not in a race to get the flag. You can take your time to make sure you don't lose any of your vehicles. You can also take more time to totally destroy the opposing forces.

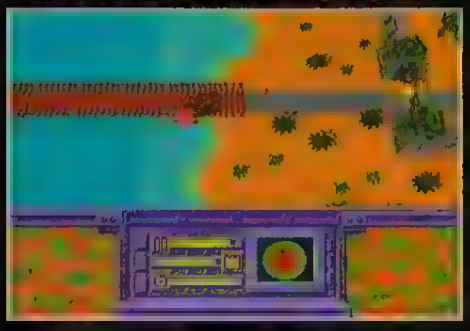


If you use your helicopter to see whether there is a flag, you are taking a big risk.

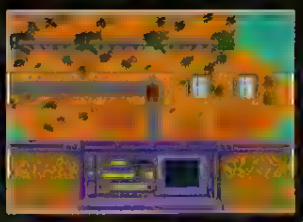
Be sure to clear a path big enough for your jeep to get through easily.



If you learn to fly well enough you can take out the turrets with the helicopter.



The tank can pretty much ignore walls, just blow them up!



Before you take out the turrets, check to see if the flag is really in there.

THE GOOD

This game is basically good. Everything from the graphics and game play to the concept is well done.

THE BAD

This game is so addictive you might have to go to rehab!!

THE UGLY

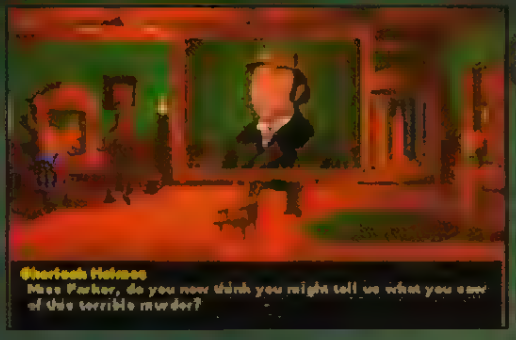
The landscape after the A.S.V. goes into battle with guns blazing!

The Lost Files Of Sherlock Holmes

On a foggy night outside of the Regency Theatre, a dark figure lurks in the shadows waiting for an unsuspecting victim. Only moments later is the place crawling with police officers. A young actress has been brutally murdered. It looks to be the work of Jack the Ripper, or is it someone imitating his famous slasher style? Become the world famous detective, Sherlock Holmes, to help Scotland Yard solve this grisly crime. Grab your pipe and hat then search for clues throughout London. Travel with Dr. Watson to the alley behind the theatre to begin your investigation. It will require a keen eye to turn up evidence to help you along. Question more than 60 live actors to gain information regarding the case and use lab equipment to gain test results on evidence gathered. You will have to have your wits about you to solve this puzzle. If the Ripper is back to his old game, the people of London will be in fear for their lives. Only Sherlock Holmes can catch the culprit!

It was an extremely brutal murder. Blood flowed from a large gash through the jugular. Holmes knew it was the Ripper's work. Detective Lestrade stands by, awaiting your opinion on what took place. Examination of everything is important here. You will need to check every nook and cranny of this alley for clues. Lestrade thinks it's an open-and-shut case. What do you think Holmes?

Scotland Yard has stepped-up security. You'll need to get inside somehow.



Interrogate witnesses about the murder. The live actors make these question-and-answer sessions fun to listen to and watch.

221B Baker Street is the famous address of our super sleuth's headquarters.

Use your test tubes and chemicals to examine the evidence you have gathered for clues.

FACT FILE
THE LOST FILES OF SHERLOCK HOLMES

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1
DIFFICULTY	**AVAILABLE**
HARD	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
ADVENTURE	100%

Continued on Page 340

STALKER VR

3DO

THE FIRST
360° AIR COMBAT SIMULATOR
FOR 3DO

Created by
MORPHEUS
INTERACTIVE

The United States has been invaded. Los Angeles and New York have been Nuked. The battleground of defiance has [illegible] and [illegible] is STALKER. Your mission is simple: take back the United States [illegible] VR SIMULATOR POD [illegible] escalating the country state by state. Along the way you will encounter a variety of enemy Aircraft and Aerial Guns, Tanks and a few other surprises.

Fifteen intense levels of game play, fully mapped 3D environments, [illegible] filled with [illegible] Over 30 minutes of killer animations. Advanced realistic flight models. 3D stereo sound effects and digitally composed CD quality soundtrack.

Distributed by
800/880-1718

AMERICAN LASER GAMES

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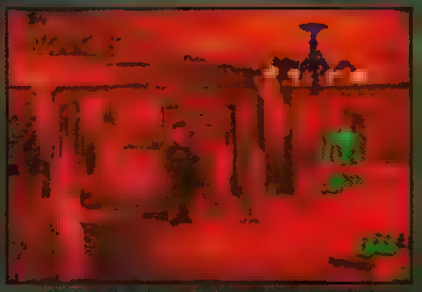
Continued from Page 338

1. 221B Baker St.: Sherlock Holmes' apartment. Use your lab here to examine clues.
2. Sarah's apartment: Search for clues regarding her murder.
3. The alley: The scene of the murder behind the theatre.
4. South Kensington Field: Find out about a mysterious suspect.
5. Belle's Perfume Shop: Talk to Belle about evidence you find.
6. Scotland Yard: Detective Lestrade can be of assistance sometimes.
7. The Chancery Opera House: Sarah's sister performed here.
8. The morgue: See what the autopsy turns up.

Sarah Calloway's Apartment

Chancery Opera House

South Kensington Field



Belle's Perfumes

As unappealing as it may seem, you will have to spend some of your time in the morgue. Talk to the coroner to see if he has any results on the murder victim. He has some of Sarah's personal items, so you will need to find a way to look them over. Talk to the gentleman looking through the file cabinet and he might be able to give you a hand. Hmmmm. I wonder what's under those sheets?

THE GOOD

Anyone who likes a good mystery will enjoy this game. The sounds and actors really make it fun to play.

THE BAD

Getting stuck and not knowing where to head next!

THE UGLY

Take a look under the white sheets in the morgue.

It all begins here!

FIRST QUEST™ Audio CD Game:
The Introduction to Role-Playing

Learning how to play the AD&D® game has never been quicker or easier!

Then move up to here!

MYSTARA™ Karameikos™: Kingdom of Adventure
Audio CD Campaign Setting

ALL VIDEO GAMES HAVE AN ULTIMATE ENDING...

TSR GAMES ARE ENDLESS.

Welcome to a game of the imagination more powerful than any joy stick. Welcome to the ADVANCED DUNGEONS & DRAGONS® game, coupled with outrageous sound tracks of interactive audio CD adventures. This is the new alternative direction in gaming where you team up in a gang with a major attitude that goes beyond video games! There are terrifying new worlds you will fear. Serious monsters you and your boyz will rage on. And fabulous treasures for your taking. But before you begin your first quest, you'd better have a spare change of undies ready. Because even the baddest heroes have been known to lose their bodily control when all that stands between them and death are their wits and reflexes!

Advanced Dungeons & Dragons®
The never-ending adventure.

Available at Waldenbooks, B. Dalton Booksellers and other book, game, and hobby stores nationwide

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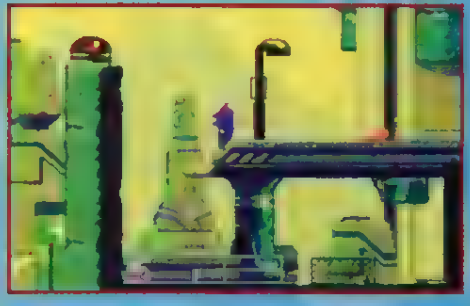
Flashback, the exciting action/adventure game, makes its way to the 3DO, and 3DO owners should give this one a try. If you're unfamiliar with Flashback (shame on you!), here's the deal: you start the game with no memory and a loaded gun. You need to run, jump, roll, crouch and shoot your way to the truth about your ugly predicament, and stop an alien conspiracy along the way. The sound wasn't completed on the version we tested (and all the text was French!), but it was impressive nonetheless. The cool, movie-like interaction scenes (bottom of page) have to be seen to be believed!

FACT FILE
FLASHBACK

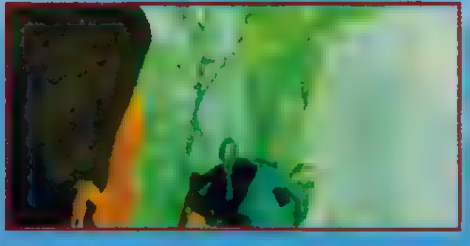
MANUFACTURER	# OF PLAYERS
U.S. GOLD	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	7
THEME	% COMPLETE
ACTION	70%

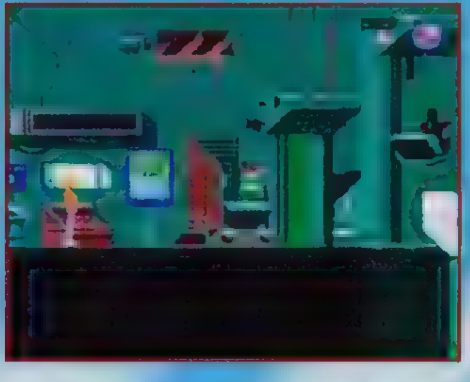


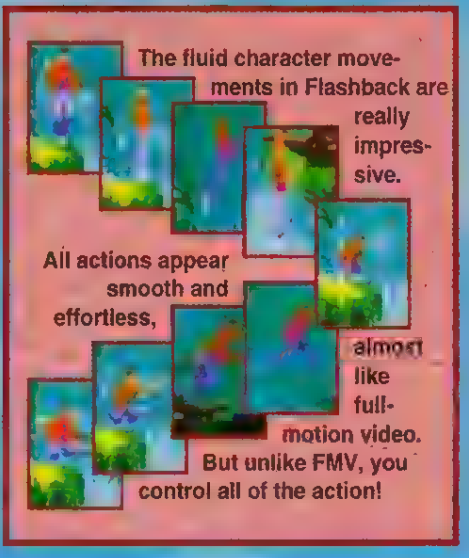
Looks like the other guy drew first! You really need to be fast with your gun in the Airport Level. Learn to use your shield wisely. Timing is critical! A slow response will lead to a very short adventure.

The deadliest game show in town! In order for you to get the money you need, enter the Death Tower! The guards and contact mines give new meaning to "fun and prizes."

The Holocube is the first thing you should try to find when you start your game. Not only will it tell you a little bit about what's going on, but it's a chance to see what the 3DO can do. Check out these pictures!



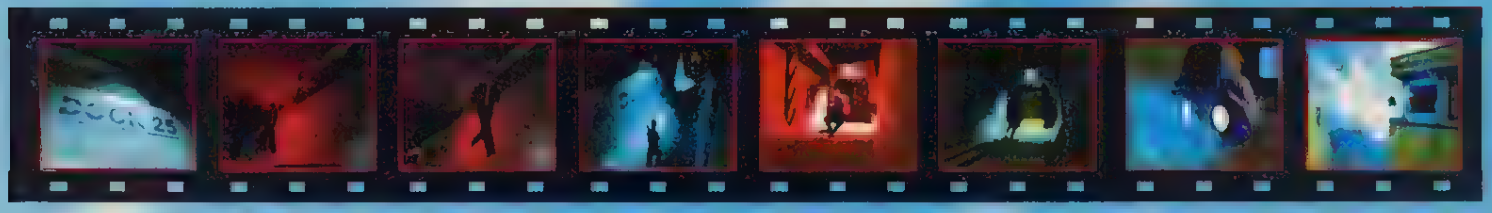



The fluid character movements in Flashback are really impressive.
All actions appear smooth and effortless,
almost like full-motion video.
But unlike FMV, you control all of the action!

THE GOOD
As good as the cartridge versions were, this 3DO version just destroys them all with more vivid graphics.

THE BAD
Unfortunately, once you beat it and know all the secrets, there's not much replay value.

THE UGLY
Ugly? Maybe the fact that you can pistol-whip the enemies to death. Heck, shooting them is more fun.



Continued on Page 344

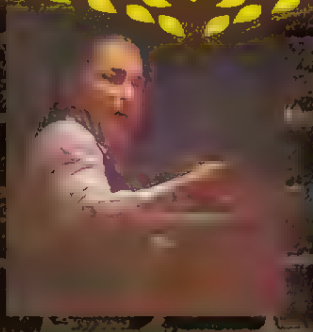
LIVE MOTION PICTURE ACTION
CD Shooting Game

PC CD-ROM
IBM or Compatible

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

CRIME PATROL



This Multi-level live-action thriller challenges the player to progress through police ranks, battling a variety of criminal elements. As a Rookie, the player takes on gang members, armed robbers and other street criminals. Promotion to Detective will mean working undercover against drug dealers and car thieves. Be prepared to confront bank robbers and terrorists once you're selected for SWAT team assignment. Only the best player will be able to reach Delta Force and tangle with a criminal mastermind threatening mass destruction.

SYSTEM REQUIREMENTS: PC CD-ROM • IBM PC 386 sx 25 MHz or compatible recommended • 640K Ram with VGA • Windows 3.1 (Microsoft Compatible) • CD-ROM Drive (150 KB per second or greater) Compatible Sound Card (Sound Blaster or compatible) • Mouse • Hard drive with 2 megs free • 256 color graphic quality • Sound Blaster or 100% compatible card • DOS 3.3 or higher

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AMERICAN LASER GAMES

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1-800-860-1718

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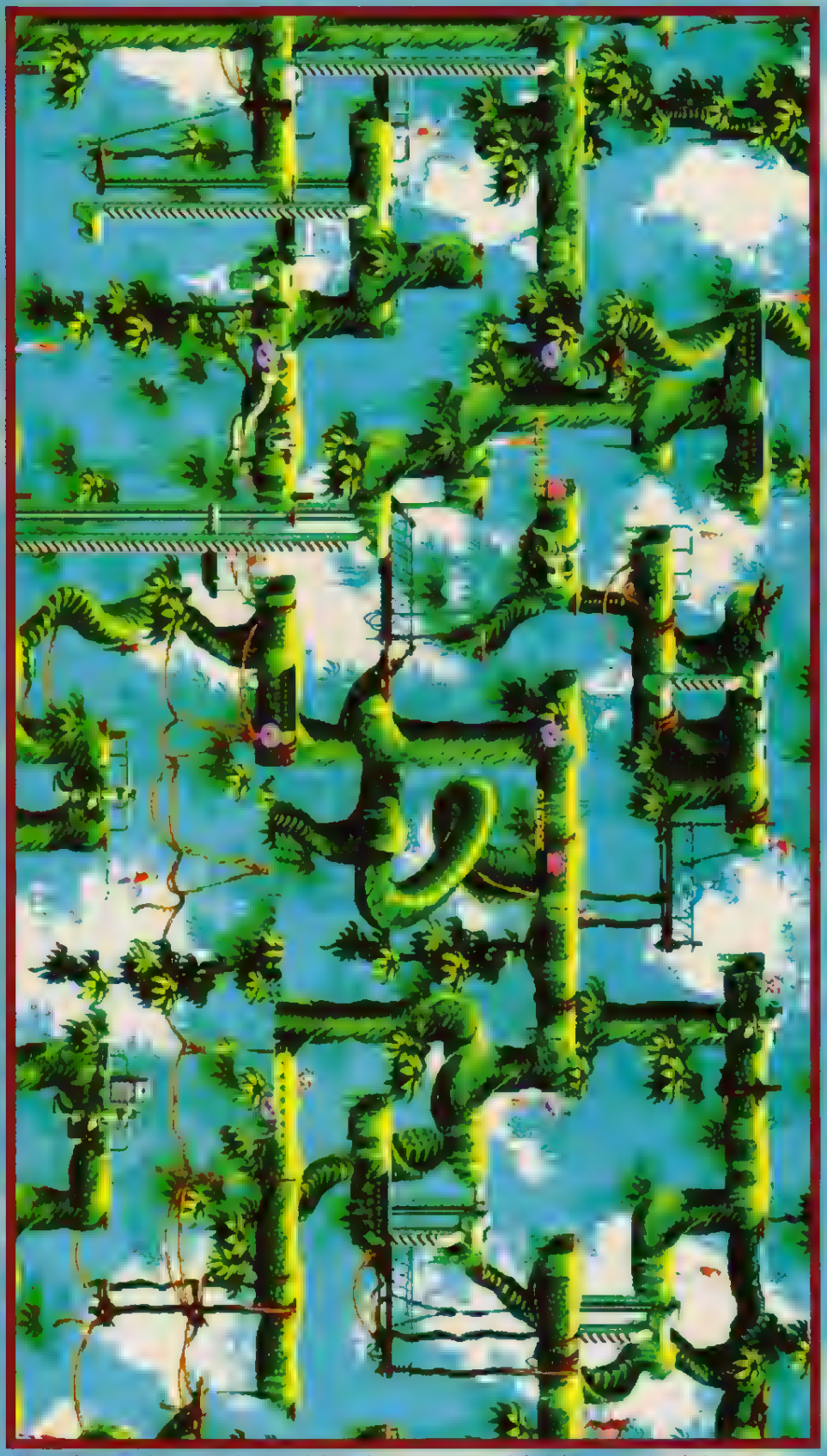

Above is part of the map for Level One. As you can see, it is fairly large, but is by no means the largest of the game. Start by finding the Holocube. It tells you that you have lost your memory, and that you need to contact your friend Ian in New Washington. First, you need to find a teleporter for a wounded man, who then rewards you with an ID card, enabling you to open electronic doors. Find enough credits to buy an anti-grav pack, allowing you to go to Level Two.

STORE LOCATIONS

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Toronto · Mississauga
Ottawa · Brampton · Ajax
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Vancouver · North Vancouver
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Hockessin, Delaware
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Anchorage, Alaska
New York, New York
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For franchise information: 905-279-0919

Stores nationwide. For location nearest you see listings opposite.

We interrupt your regular programming.™

Captain, you're wanted on the Bridge!

It's the moment you've been training for. As a cadet of Starfleet Academy™ your next move is crucial to the safety of your crew, not to mention your reputation at the academy.

So prepare to beam aboard the bridge of a Federation™ battle cruiser or one of four other vessels including the Romulan Bird-of-Prey™ or the Klingon™ battle cruiser, and take command.

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how exciting a simulator can be. Isn't it time to enroll?

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Or don't play at all.
STAR TREK
STARFLEET ACADEMY
Starship Bridge Simulator

DOOM

JAGUAR

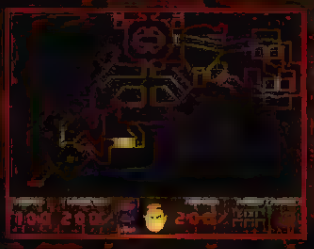
FACT FILE

DOOM

MANUFACTURER	# OF PLAYERS
ATARI	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	24
THEME	**% COMPLETE**
ADVENTURE	95%

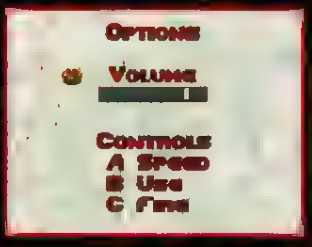
The story is simple: you are a Marine stationed on the distant planet of Mars. The military has been conducting secret experiments on two nearby planets, Phobos and Deimos. After receiving a distress call from the planet of Deimos, you are ordered to get up there and secure the perimeter while the rest of the team goes in to survey the situation. The only contact you have with the rest of the Marines is a two-way radio. You try to reach them, but the only response is the sound of gunfire and screaming Marines followed by dead silence! As you enter the base, armed only with a pistol, you can hear animal-like growls echoing in the distance. Whatever it is, it's heading toward you, and it doesn't sound very friendly or human. You need to get in, grab as many weapons as you can, waste anything that moves and try to get out in one piece. Good luck!

There are five difficulty levels to choose, ranging from I'm a Wimp, to Nightmare Mode.

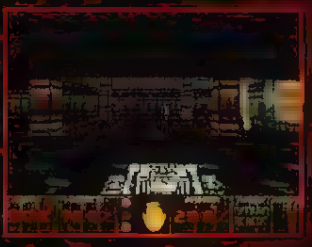


If you're having problems finding items, check out the map. It can be a very useful tool.

At the options, you can config the controller and set the volume of the sound.



I wonder if any of the cheat codes are going to make their way to the Jag version.



DEATH MATCH!

One of the best features of Doom is the ability to link two Jaguars up at the same time and get together with a friend to play the Cooperative Mode. The best part is that there's no annoying split-screen; you use two separate monitors! In the Co-op Mode, both of you can work as a team to clear out the levels. On the other hand, you can also hook up with your closest enemies as well and try the Death Match. The levels are clear of the monsters, so it's just a one-on-one duel to the death! Do you think you have what it takes?!

Before you plan on roasting some demons, it would be a good idea to figure out which of the 17 buttons on the Jag controller will allow you to use your weapons and which of them will make you run. Did I mention you'll be doing a lot of running?

MASTERING THE CONTROLS

- #1-Fist/Chainsaw
- #2-Pistol
- #3-Shotgun
- #4-Chain gun
- #5-Rocket Launcher
- #6-Plasma Rifle
- #7-BFG 9000
- #8-No Use
- #9-Map
- #0-No use

- Controller:
- Left/Right
- Forward/Back
- Button A-Run
- Button B-Strafe
- Button C-Fire
- Option-Options
- Pause-Pause
- Star-?????
- Pound-?????

THE GOOD

The game plays very much like its computer predecessor. Controls nice, with excellent sound effects!

THE BAD

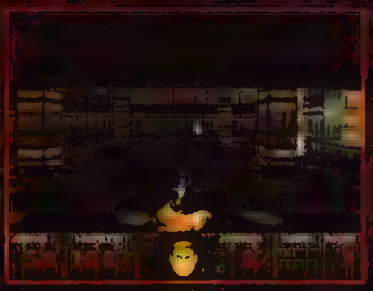
Finding 100 percent of the items and secrets is nearly impossible due to no save feature. Where's the music?

THE UGLY

The cyberdemon and the arachnotron must have been too ugly to make it to the Jag version. Bummer!

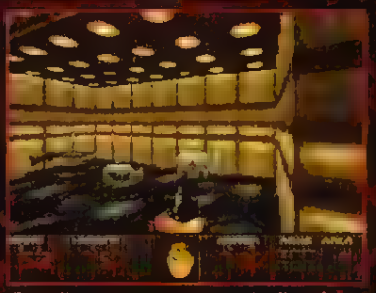
LEVEL 1

There are many items and power-ups to find in the first level! At the end of each level you will get three percentages: kills, items and secrets. If you can get 100 percent on all three, the later levels will be much easier to finish with the extra firepower and armor that you have found.



You begin Level One with a pistol and 50 bullets. Try to conserve on the ammo until you can find some more powerful weaponry.

If you search hard enough, you will be able to find the security armor. When acquired, it will boost your armor to 100 percent.



The first weapon you will find is the shotgun. It is an effective weapon at both short and long ranges. It rules!

LEVEL 2

Level Two is a little trickier than the first level due to elevators and many secret passageways. Try to find the chainsaw and the chaingun.

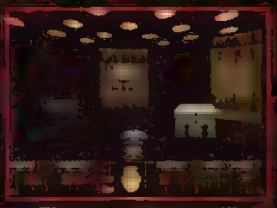
Can you spot the where the secret door is?

A lot of the secret items can be found via the elevators and lifts.

Check the windows for the location of items.

LEVEL 3

There are a lot of areas in Level Three where you need to be careful of the pools of radioactive waste. One wrong move and it's all over!



These switches will activate secret doors.

Use the chainsaw when you're in close combat.

The cans are highly explosive and can be used to your advantage!

LEVEL 4

If you plan on going into the radioactive waste, it would be a good idea to grab the radiation suit. Otherwise, you won't make it very far.

If you've done your homework, you should have at least three or four of the weapons collected. Keep searching.

Doom is definitely not a game for the young ones. Check it out!

What can I say about Level Five? Tons of monsters and not enough ammo to take them out. Good luck!

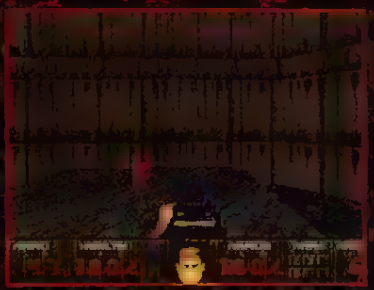
The Imps are very deadly. They launch fireballs from any distance!

LEVEL 5

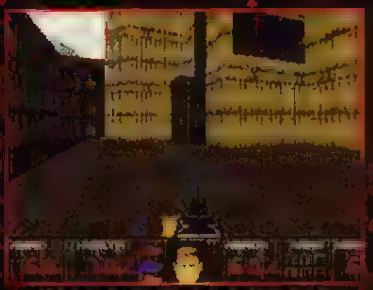
The Demons waste no time taking you out. Their only goal is to catch you and chew on your flesh. How fast can you run backward?

LEVEL 6

From here on in, you should be searching for the Plasma Rifle and the BFG 9000. Using the smaller weapons like the pistol and the chainsaw is just a futile attempt. No, it's more like a suicide attempt!



The Keys are the most important items you're looking for!



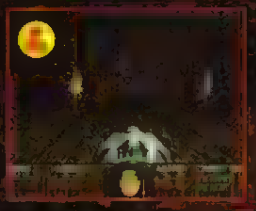
Some items are like a puzzle to get. Look for switches.

Do not launch a rocket too close to another object!

LEVEL 15-SPAWNING VATS

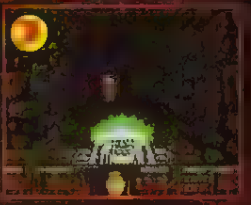
Here's a full map of Level 15. By the time you get this far (if you can), you should have the fundamentals of staying alive down, but here's a little overview of the area to give you a hand. Make sure you have plenty of weapons before you enter this level or you'll never make it out alive. Good luck!

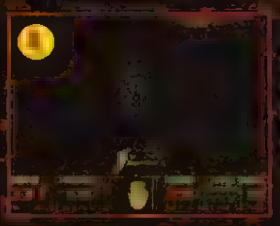
Check out some of the tapestries hanging on the walls in this level. It's enough to scare you away!



This is where all the fun begins: the start of what could be the last day of your life.

When you take the first corner, you'd better lock and load the biggest weapon you have—time to meet the Baron of Hell!





The end of the level isn't any problem to find, but figuring out how to get there without burning your legs off may be a slight setback. Search for the red and yellow keys.

When you make it to Room 6 you will see several chambers built into the walls. If you head toward the one in the middle, you will warp to Area 7. There are two demons waiting for you, so fill 'em with lead. Head through the red door and grab the security armor.

At Area 5 there is an invulnerability artifact waiting for you just outside the door. Grab it before you enter the room or the Imps will eat you for breakfast!

SEARCH OR DIE!

Every item that you will be able to find in Doom is shown below. If you plan on making it out of this nightmare alive it's going to take more than a strong will, so grab everything you can get your hands on.

KEYS

There are many doors that are locked. To gain access, find the same color key as the door. There are three different colored keys: red, yellow and blue.

KEYCARDS

The Keycards are used in the earlier levels of the game.

SKULL KEYS

In the later levels, the Keycards are replaced by these evil Skull Keys.

POWER-UPS

Hidden throughout the levels are special power-ups which will affect you for either the entire level, a specific amount of time or provide an instant boost right away. Search high and low!

RADIATION SUIT

There are many areas in Doom which are covered with radioactive waste and ooze. There are also many secret items and doors located in that radioactive material. The only way to get there without taking damage is to wear this suit.

BERSERK PACK

Besides healing you, it will give you an injection of adrenaline which will allow you to take on the demons with your bare hands. Did I say take on? I meant to say rip from limb to limb.

BACKPACKS

Backpacks are one of the niftiest items you can find. Besides increasing the ammo you already have in your inventory, they also allow you to pick up and carry more than you could before.

COMPUTER MAPS

If you like to keep track of where you are on the map, then this item will definitely help you out. It will update your map with all the secret or hidden areas. Also the areas that you haven't been to will be shown in grey. Excellent!

LIGHT AMPLIFICATION VISORS

There are many areas in Doom that are less than desirable when it comes to lighting. These visors act just like night vision, allowing you to see even in complete darkness!

FIREPOWER

When you start the game, the only weapons you have are the pistol and your bare hands. There are six different types of weapons scattered throughout the complex for you to find. Happy hunting!

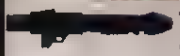
SHOTGUN

The shotgun is the first weapon you will find in the game and probably the most useful. It has incredible accuracy and distance.

CHAINGUN

The chaingun is by far the fastest firing weapon of them all. You'll stop them dead in their tracks the second you pull the trigger on this baby!

ROCKET LAUNCHER



The Rocket Launcher is a very powerful weapon, maybe too powerful. Make sure you do not attempt to use it in a confined area. Great when running backward!

PLASMA RIFLE

This is the first of two weapons that require plasma for ammunition. High-tech stuff, but also hard to find. Quick, powerful and extremely deadly!

BFG 9000

You can only say so much about the BFG, know what I mean? This is the big daddy of all weapons. One shot and there's nothing but carcasses hanging from the walls, and maybe the ceilings depending how close they got to you. Total destruction!

SMALL AMMO

CLIP

Pistol and chaingun.

SHELLS

Reloads the shotgun.

ROCKET

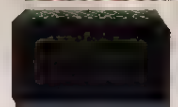
Reloads the rocket launcher.

CELL

Plasma rifle and BFG.

LARGE AMMO

AMMO BOX



Pistol/Chaingun

BOX OF SHELLS

Shotgun

ROCKET CASE

Rocket launcher

BULK CELL

Plasma rifle/BFG

ARTIFACTS

There are certain items laying around that aren't from your world. Use them to your advantage.

HEALTH POTIONS

The health potions may not seem very useful at first because they only increase your health by a little bit, but the big plus is they can increase your health past 100 percent.

SPIRITUAL ARMOR

The spiritual armor will give you an extra boost to your armor. They can also raise it past 100 percent.

SOUL SPHERES

Soul spheres are one of the hardest items to find because they give the biggest boost of health you can get anywhere. If you see one, make sure to grab it.

BLUR ARTIFACTS

The blur artifact is one of the strangest items you'll come across. It makes it very hard for the demons to see you which in turn makes it hard for them to get you in their crosshairs.

INVULNERABILITY ARTIFACT

If you run across one of these babies, get ready to smoke some demons! The invulnerability will wear off after a short period of time.

HEALTH

Your health is the most important thing to keep your eye on. When injured, the screen will flash red, so search high and low for both types of health power-ups.

STIMPACKS

Gives you a quick injection of booster enzymes.

Medikits

Same as the Stimpack, but much more powerful and effective.

ARMOR

There are two types of armor lying around. Grab as much armor as you can because when your armor's gone, so are you!

SECURITY ARMOR

This armor is very lightweight, and deteriorates with only a couple attacks from the enemy.

COMBAT ARMOR

This armor is made of Titanium Derivative, a material made to protect high-caliber firepower.

RAY MAN

Move over Sonic and Mario, there's a new hero in the house—Rayman! He's hip, he's cool and he's going to be making his way to the Atari Jaguar this winter. I haven't quite figured out what he is... but one thing's for certain, he's unlike anything you've ever seen before. Rayman features some of the best graphics to come out for the Jag so far, and the color palette has 16 million astonishing colors to work with. Rayman is still in early production, only about 30 percent complete, but we managed to get a sneak preview of the Bosses and the first level. Check it out!

Rayman has many special and unique abilities. One of those is being able to walk on his hands. The advantage to this is being able to carry items on his feet instead of his hands. Sound confusing? You'll figure it out.

Here is just one of the enemies you will meet in the first level. Be careful when approaching this meanie—he has a pistol and is very trigger happy to say the least. With the correct timing, you should be able to take him out.

The game will have six different worlds to explore. Each will have hidden sections that will take you to special sublevels. When you reach the end of each world, you will have to battle a Boss. Meet Moskitos!

THE GOOD

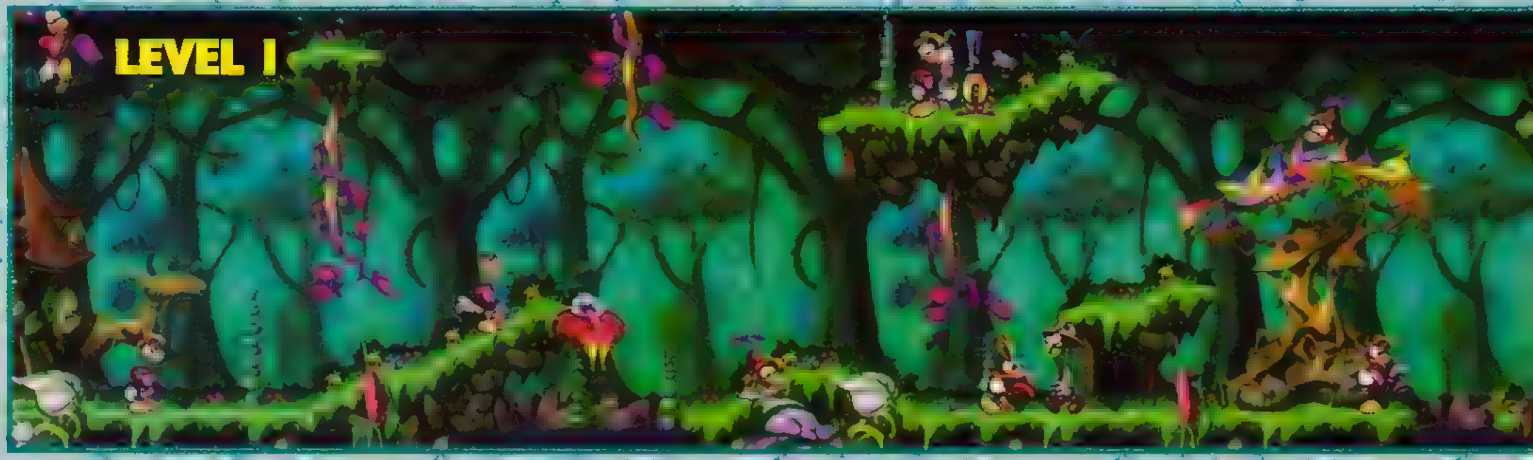
A lot of the action games out there feature the same old run-and-shoot. Rayman has a fresh concept to it.

THE BAD

I only had one level to work with in this game. I can't wait until it's finished.

THE UGLY

There's nothing ugly at all about this game! It totally rules!



ONCE UPON A TIME...

Rayman lives in a fantasy land beyond the reaches of the universe. In this land, the inhabitants, known as Electoons, live a free and happy life. The peace and stability of this world is controlled by a super-atom referred to as the Great Proton. One day an evil creature, Mr Black, steals the Great Proton and Rayman's world becomes unbalanced and chaotic. Electoons are scattered all over the land. Freaks and hostile creatures appear, capturing the Electoons and enslaving them. In order to restore the happiness and harmony of his world, Rayman must defeat Mr. Black, retrieve the Great Proton and rescue the Electoons from their evil captors. But can he do it before his land is totally destroyed?

FACT FILE

RAYMAN

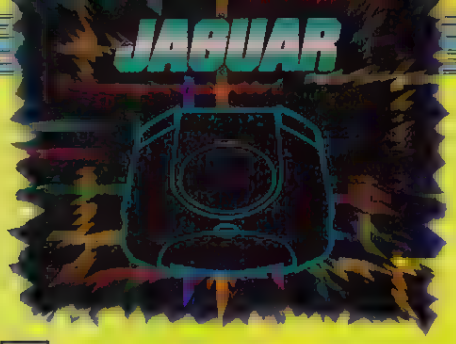
MANUFACTURER	# OF PLAYERS
UBI SOFT	1
DIFFICULTY	**AVAILABLE**
MODERATE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	7
THEME	**% COMPLETE**
ADVENTURE	30%

The man with the moves!

Rayman is one cool dude when it comes to control. He has so many moves that it may take you a little while to get used to him. But once you do, watch out—there's no turning back. The punch attack shown below can be powered-up—watch the meter on the bottom. Check out his other moves as well.

If you hold the jump button when you're in the air, you can make a smooth landing similar to a helicopter.

When Rayman is walking on his hands, he has the ability to perform a special kick that can take out two enemies!



DRAGON

THE BRUCE LEE STORY

Bruce Lee was one of the greatest karate experts of all time. Now you have a chance to fight as the Dragon. You have a multitude of kicks and punches at your disposal. Some of Bruce's classic moves are yours to beat the heck out of your enemies. Power-up to go into Fighter or Nunchaku Mode. Bruce even makes his famous "Waa!" sound when he wins. Choose from either the Battle or Story version. This gives you the opportunity to follow the Bruce Lee story as told by the recent movie. If you enjoy a good kung fu movie, you'll have fun kicking the snot out of these guys.

The Dragon has a wide variety of moves in his arsenal. From a springing handstand attack to a flying sidekick, Bruce is ready to take on all comers. If you vary the types of moves you use, it helps to rack up points and your power meter.

This rapid sidekick and the super-kick are just two of the special moves you can use when you power Bruce up to Fighter Mode.

Bruce can really kick some butt when he picks up a pair of nunchakus!

Pick up this icon to increase the power bar under your health meter.

During the Practice Stage, you can build up your power meter.

After you've been defeated three times, you get a chance to fight this dark warrior.

FACT FILE
DRAGON: THE BRUCE LEE STORY

MANUFACTURER	# OF PLAYERS
ATARI	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	10
THEME	**% COMPLETE**
FIGHTING	100%

THE GOOD

Plenty of bone-cracking kicks to make this game exciting.

THE BAD

Trying to hit some of those punches on the controller. It's harder than you think!

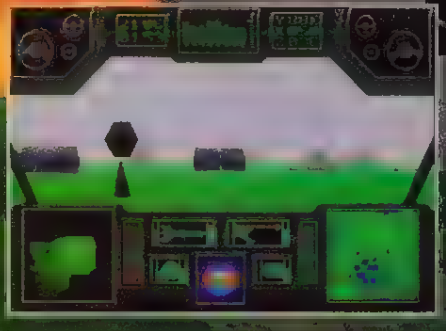
THE UGLY

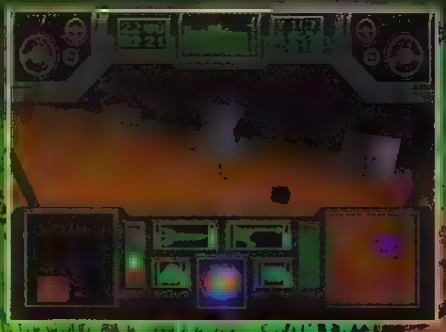
When Bruce stomps on your head and gives it a good twist.

Continued on Page 356

FLY THE PATH OF TOTAL...

DESTRUCTION





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AIRCARS is available on the Atari Jaguar™ 64 bit Multimedia System. Game features include: 16 bit 3D digital stereo sound for truly awesome voice and sound effects: Gouraud shading with light source and atmospheric effects create a visually stunning 3D world: Multi-player options include up to eight players networked using the CatBox™.

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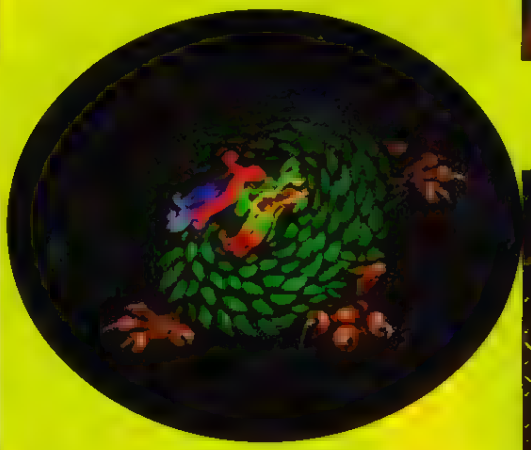
Continued From Page 354

LANTERN FESTIVAL

The game gives you the option of following the story of Bruce Lee's life as depicted by the movie. Join him as he runs into trouble with a rowdy group of sailors at the local Lantern Festival. Travel with him as he escapes to California. Somehow, though, trouble seems to follow. It all starts at a Chinese restaurant and continues to be with him all the way through his film career. Each fight brings more and more difficult opponents. You will battle with cleaver-wielding kitchen help and high school bullies. It's not a bad idea to practice your moves on the Versus Mode before tangling with the story line. Do you think you can handle the power of one of the world's greatest fighters? See if you can match the skills of the Dragon.

SAN FRANCISCO



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14: Skirmish-Strategey/Board/Arcade
15: DepthCharge-War/Action/Arcade
16: Minds Eye - Educational/Puzzle
17: Alien Attack - Space/Arcade
18: Billy Bob - Cowboy/Arcade
19: Sharks - Acton/Arcade
20: Knock-Out - Sports/Boxing
21: Intruder - Action/Arcade
22: Echo - Educational
23: Freeway - Cartoon/Arcade
24: Mouse Trap - Cartoon/Arcade
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26: Slalom - Sports/Skiing
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28: Force-One - Space/Arcade

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30: Appleseed - Cartoon/Arcade
31: Street Skater - Cartoon/Arcade
32: Sunday Driver - Cartoon/Arcade
33: Star Evil - Space/Arcade
34: Air Command - War/Arcade
35: Shoot-Out - Arcade
36: Bombs Away - War/Arcade
37: Speed Boat - Racing/Arcade
38. Dedant - Arcade
39: G-Force Fighter - Space/Arcade
40: Man at Arms - Arcade
41: Norman - War/Arcade
42: Armor Battle - War/Arcade
43: Magic Bean - Cartoon/Arcade
44: Apache Chopper - War/Arcade
45: Paratrooper - War/Arcade
46: Sky Avenger - Fight/Arcade
47: Sharp Shooter - Arcade
48: Meteor - Space/Arcade
49: Black Hole - Space/Arcade
50: The Boss - Cartoon/Arcade
51: 1st Video Game - Arcade
52: 52 Game Challenge - Arcade
53: **BONUS** Music Demo
54: **BONUS** Randomizer

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alien who's firing missiles UP YOUR tailpipe
and rockin' you good but NOT as good as the pumpin'
music that's burstin' your eardrums and LOUD-MOUTH
Larry Huffman screaming "this is the
number one game in Europe" AND YOU
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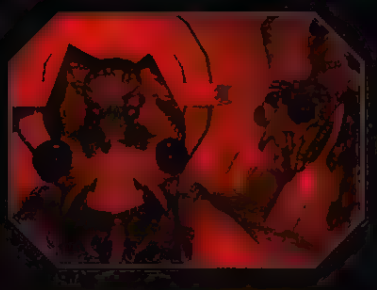
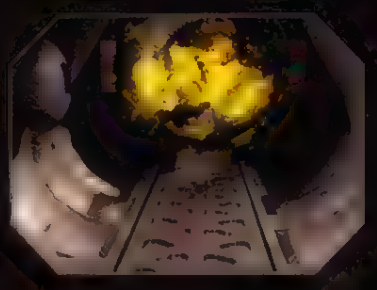
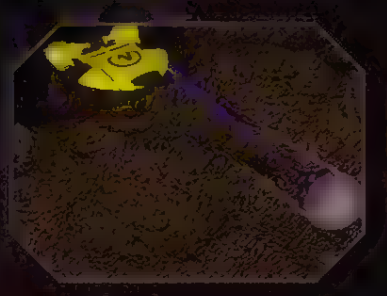
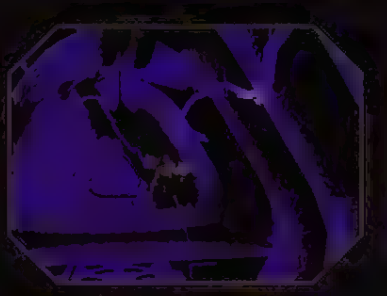
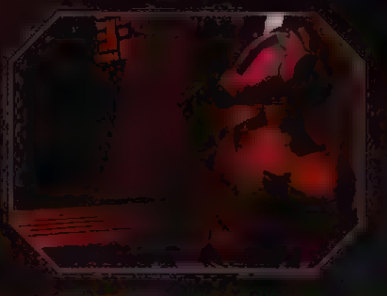
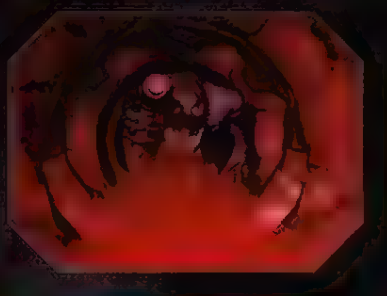


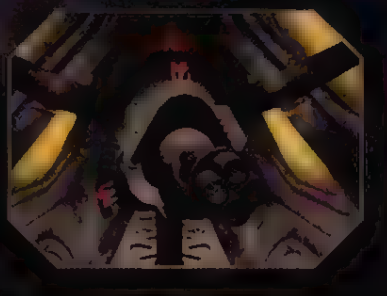


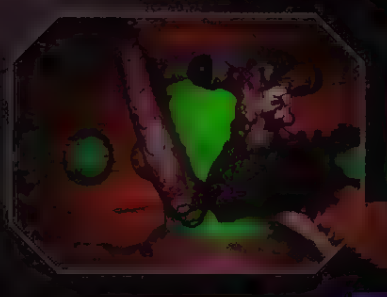
CREATURE SHOCK

- Feel the double thrill of flight simulation and space shooter action as you fly on a Starfish Mine Launcher at the speed of light.
- High speed video compression runs terrifying 3-D animation at 15 frames per second to keep your pulse racing.
- Created by Argonaut, who brought you the Special FX chip in Nintendo's top-selling Star Fox™

EVERYTHING'S OUT TO GET YOU.





It's 2023 and the Earth is dying. A survey ship, the SS Amazon, takes off to locate an alternative planet and disappears. Now, you must discover what hit it. Oh yeah, while you're at it, bring back an alien specimen, find its source and destroy it.

Just don't breathe too loudly--it might be tracking you. Something sure is. Man-eating slime pools? Artillery Spiders with twin-barreled lasers? Jellied Suckers that inhale entire ships? Or electric Distortion Rings that fry you to a crisp?

Or is it one of those really ugly things that we don't even want to mention?

AVAILABLE ON PC CD-ROM

ARGONAUT

Virgin

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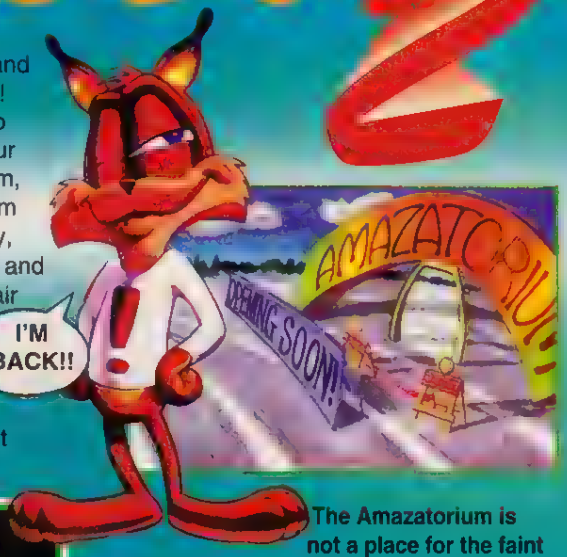
BUBSY 2

FACT FILE

BUBSY 2

MANUFACTURER	# OF PLAYERS
ACCOLADE	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	9
THEME	**% COMPLETE**
ACTION	95%

Bubsy is back! The feisty bobcat returns for another adventure, and this time he's on the Game Boy! Bubsy has a whole new challenge to face. You must run, jump and fly your way through the deadly Amazatorium, and face the sinister Oinker P. Hamm one-on-one in his lair. Along the way, you'll fly an airplane, fight mummies and toy soldiers, fling frogs through the air and collect all the marbles you could ever want. For each level, after you complete three stages of the Amazatorium, Oinker P. Hamm awaits for a showdown. What could possibly go wrong?



THE GOOD

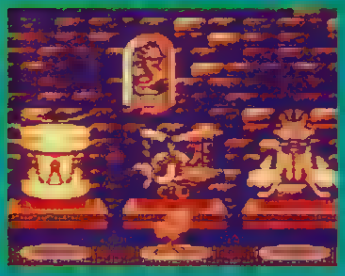
Frogapult!

THE BAD

The game plays too slowly. It made for some serious hang time. (Air Bubsy?)

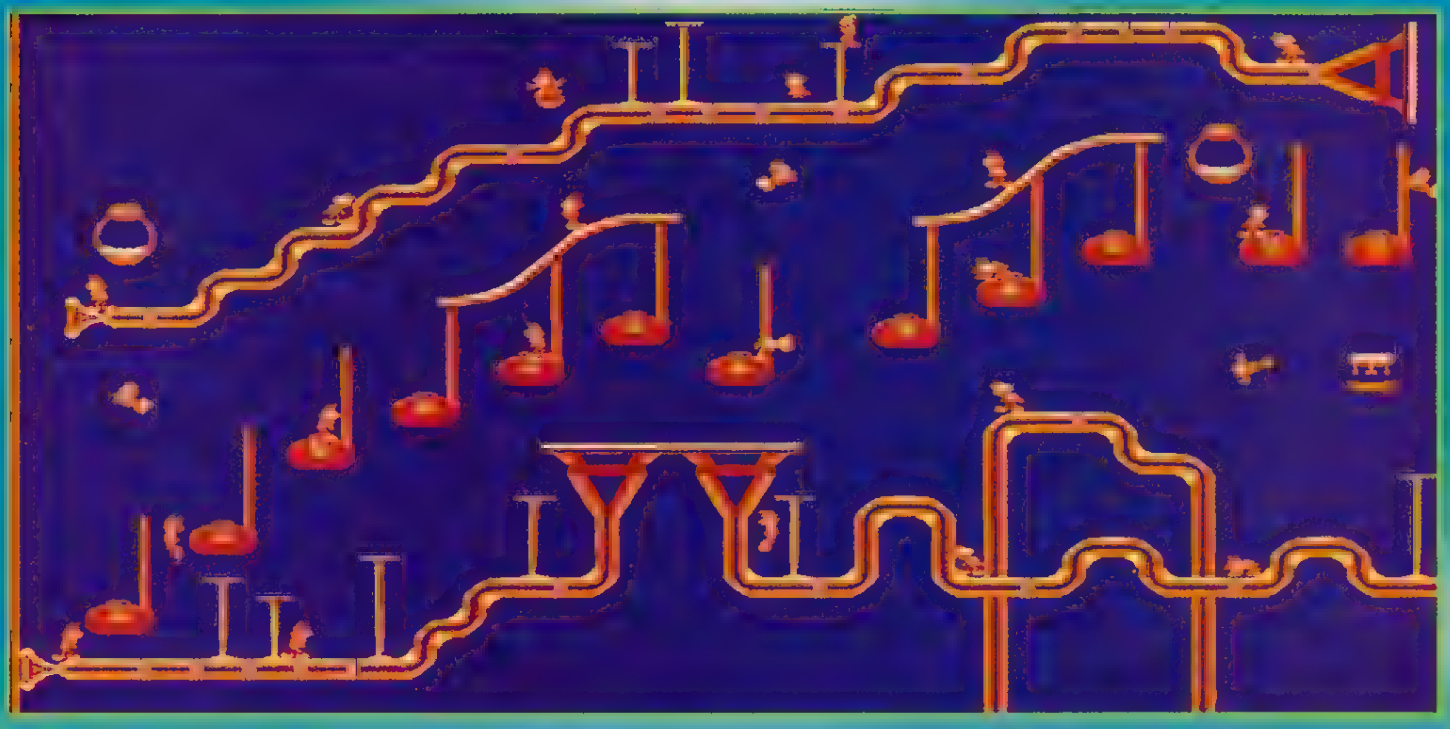
THE UGLY

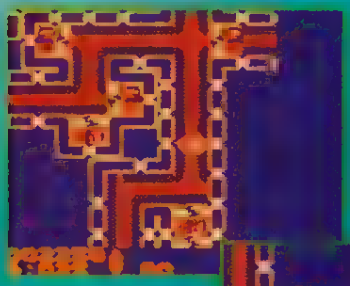
Bubsy's expression when he meets up with Oinker P. Hamm. That's gotta be bad for his eyeballs!



Choose your stage! I hope you know how to fly...

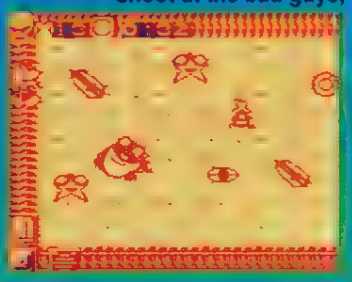
The Amazatorium is not a place for the faint of heart. Diving airplanes, ancient mummies and leaping gnomes are just a few of the things out to delay you from your rendezvous with O. P. Hamm. Bubsy can do his usual jump, stomp and glide in order to defeat his enemies. In the I'll be Bach Stage (below), you can balance Bubsy on the notes and valves to reach all of the marbles he needs to collect. Go ahead and enter the round passageways—you'll eventually find what you're looking for at the other end!



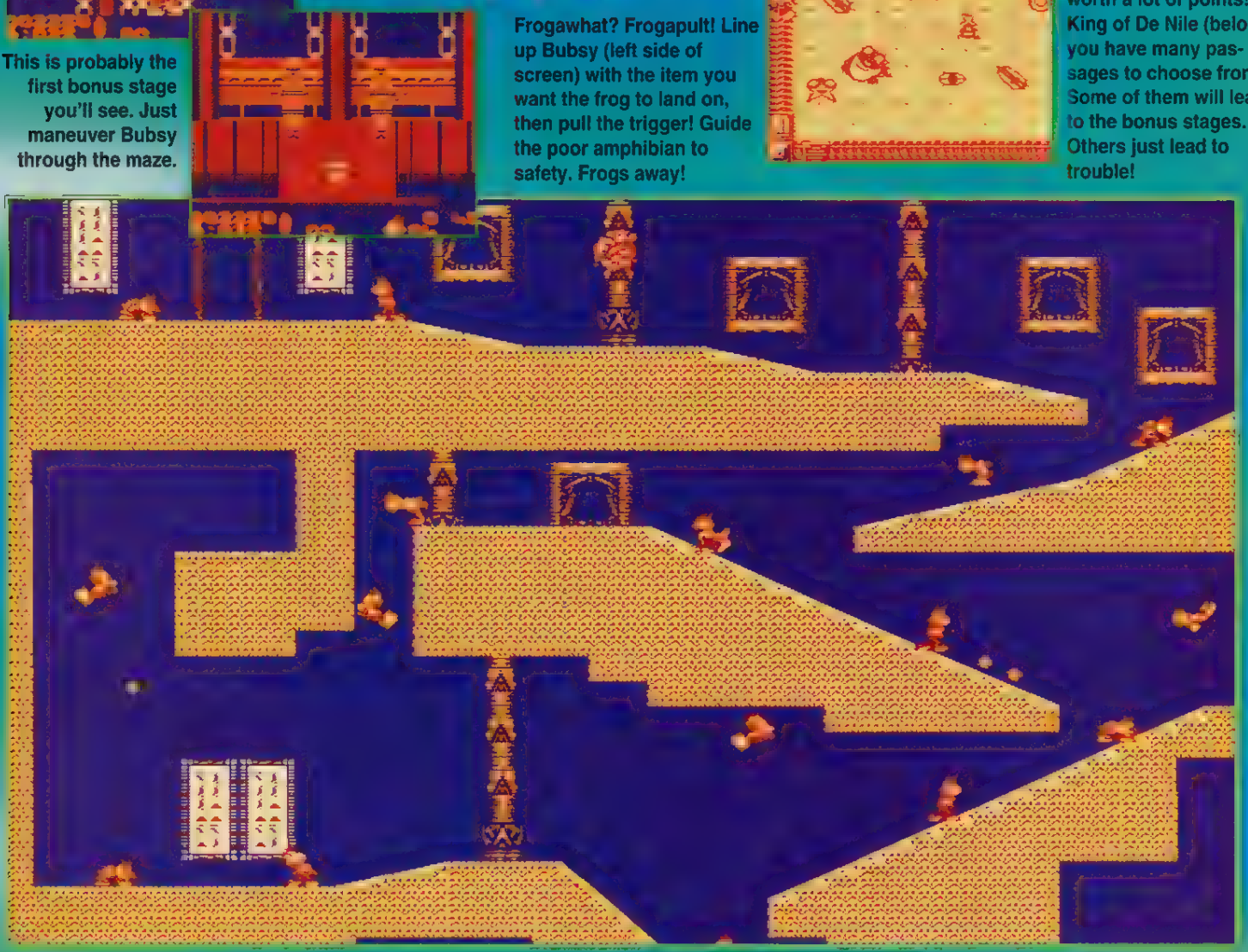


This is probably the first bonus stage you'll see. Just maneuver Bubsy through the maze.

Frogawhat? Frogapult! Line up Bubsy (left side of screen) with the item you want the frog to land on, then pull the trigger! Guide the poor amphibian to safety. Frogs away!



In The Hindenburger (above), pilot Bubsy around the obstacles and enemies that stand in his way. You have unlimited marbles to shoot at the bad guys, but don't let that stop you from trying to pick up more. They can be worth a lot of points! In King of De Nile (below), you have many passages to choose from. Some of them will lead to the bonus stages. Others just lead to trouble!

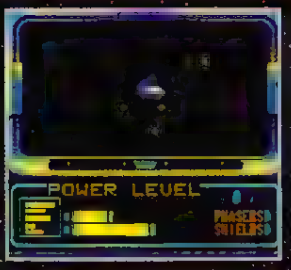


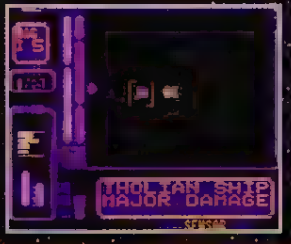
STAR TREK GENERATIONS

FACT FILE
STAR TREK: GENERATIONS

MANUFACTURER	# OF PLAYERS
ABSOLUTE	1
DIFFICULTY	**AVAILABLE**
EASY	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
1 MEG	5
THEME	**% COMPLETE**
PUZZLE/ACTION	100%

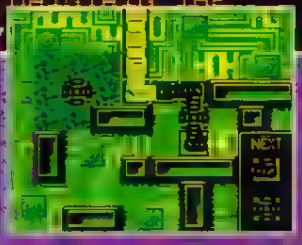
The Enterprise with Kirk and crew aboard. With the select button, you can access a strategic view. It will show you the positions of all of the ships, as well as any damage they have taken. It comes in handy during battle.





The first mission involves fighting two Tholian ships. You only have phasers, and they drain rapidly, so be accurate! Your shields will hold for a while, but don't rely on them too much. Both shields and phasers slowly recharge, so if you're running low, break off the attack until you regain power.

Trekkers rejoice! Star Trek: Generations is here, and it's on the Game Boy! Based on the upcoming movie, ST:G is a combination puzzle and action game, featuring the characters from *Star Trek* and *Star Trek: The Next Generation*. The game opens up with Kirk & Co. on the Enterprise, under attack from renegade Tholians. Fight off the Tholians, and then respond to a distress call by a pair of refugee ships caught in a dangerous area of space. The Enterprise takes damage, and Scotty (you) must perform some delicate engineering repairs in order to save the ship. The setting soon switches to the future, and you must guide Data, Geordi, Worf, Riker, and Picard through their respective difficulties in the pursuit of the mysterious Dr. Soren. ST:G is part puzzle, part action, requiring you to guide the ship through danger and solve various puzzles along the way. Beam me up!



Make a path through this level by using different shaped conduits. You don't have a choice of shape, so think quickly and plan ahead!

One of the missions involves Dr. Soren against a defenseless Picard!

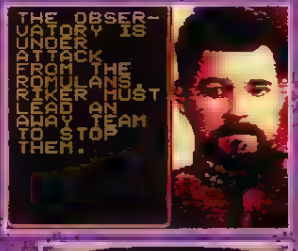
Kirk has his troubles, too. Will you be able to help him?

THE ENTERPRISE-B RECEIVES A DISTRESS CALL FROM A PAIR OF REFUGEE SHIPS. THE MESSAGE MUST BE ANALYZED BY CHEKOV IN ORDER TO FIND IT OF
FREQUENCY ISOLATION
FREQUENCY MATCH
PROPER POSITION

You must help Chekov decipher a code by choosing the correct frequencies in the correct order. You have a limited number of guesses, so make them good ones!

Here, you need to maneuver through the expanding squares in order to avoid damage. Pass through as close to the center as possible, or you'll die!

Watch your back! In this mission, your enemies can appear out of nowhere, so be prepared to turn and fire quickly. Defeat all of the enemies within the allotted time to be successful.



THE GOOD

This game has enough variety to keep you from getting bored.

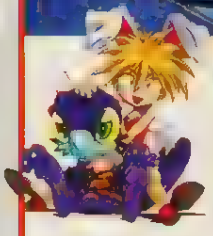
THE BAD

It's too easy! Also, some of these puzzles aren't exactly original.

THE UGLY

Your thumbs, after chasing the Tholians in circles.

STRAP ON YOUR BUNNY EARS AND SAVE THE WORLD.



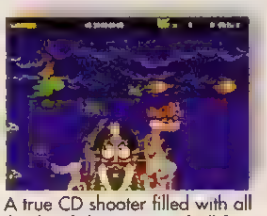
Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

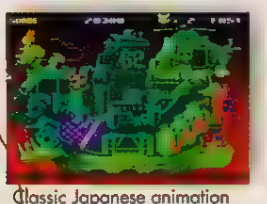
And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.

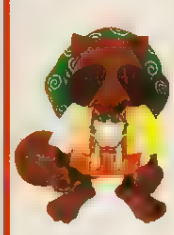
You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.



Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.



JVC

SEGA CD™

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

NYR Not Yet Rated

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Tarzan

Tarzan's jungle was once peaceful ... but not anymore! Nasty poachers, explorers (dem civilized folk) and jungle fire are only a few menaces that attempt to shatter Tarzan's home. Now Tarzan must fight for the safety of his jungle abode, using any weapon he can muster, including his trusty knife, bows plus arrows and spears.

Play as Tarzan! Beat your arms across your chest! Grunt really loud! Be a man! Save the jungle! End all your sentences with exclamation marks! Help your friend, the Great Ape, face those nasty explorers, kick their butts, and save your main squeeze, Jane!

So get out there and swing on a vine. Hug a tree. Kick some butt. Good luck! You'll need it.

And remember, it's a jungle out there!

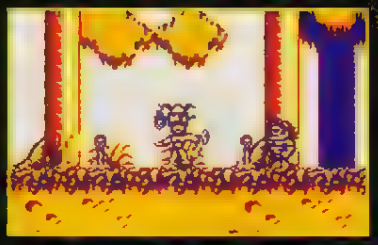
FACT FILE

TARZAN

MANUFACTURER	# OF PLAYERS
GAMETEK	1
DIFFICULTY	**AVAILABLE**
HARD	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
1 MEG	6
THEME	**% COMPLETE**
ACTION	100%

THE JUNGLE

The Great Ape is sick, and only Tarzan can help him. Guide Tarzan to get the special flowers the Medicine Man needs for a cure.



Once you find all of the flowers, bring them to the Medicine Man for Ape's cure.

THE GOOD

This game is very challenging as well as very long.

THE BAD

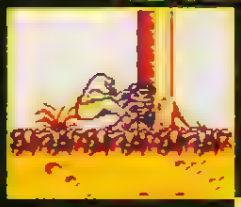
There is no way one can finish the first level in the required time limit, even with a map.

THE UGLY

Just how many gold coins *can* that alligator swallow before getting indigestion? 100? 200?

LEVEL ONE BOSS

THE GREAT APE



The sickness made your friend delirious, so he will try to attack you. Be on your best guard.

Watch out! The Ape throws coconuts at you. Jump over them and throw your medicine at the Ape's mouth.

The Ape goes wide-eyed if he swallows the medicine. Keep it up!

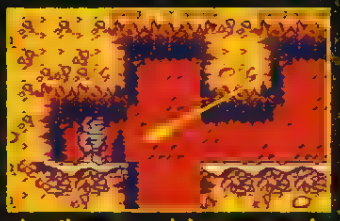
Hurray! You cured your friend, the Great Ape! Now it's time to save the rest of the jungle.

You must search the entire area for these little flowers. Find 16 of them to get the special potion made by the Medicine Man to cure the Great Ape. You must be quick, or your time will run out.

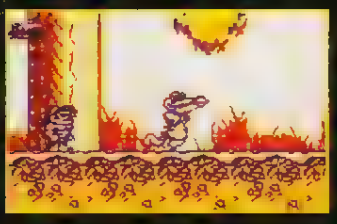
LEVEL TWO:
STOLEN GOLD
Tarzan must collect the hidden Gold and then recover all the Gold Coins which the Boss Croc has eaten. by knocking him over and jumping on him!

After you help the Great Ape, you move on to Level Two. A plane, carrying gold stolen from the natives, has crashed in the jungle. Find the gold and return it before the natives get mad ... or else.

Q: If a plane crashes in the jungle and no one is around to hear it, where would the gold be located? A: In underwater caves, of course! Take Tarzan for a dip in the caves ... but watch out for the wildlife; they're hungry!



Somehow, some of the gold has ended up in rooms accessible only by entering these special passages. I tell ya, this jungle is a weird place. It's funny how gold from an airplane crash ends up under-ground in water-filled caves accessible through holes in the wall. Only in video games, I guess!



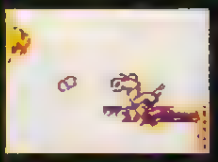
Some of the lost gold has been swallowed by this oaf!

Coincidentally, this is the Level Two Boss (banter please!). You must stun him with your knife, then stomp on his stomach to dislodge the gold inside.

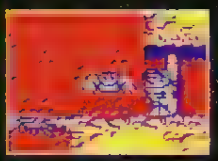
This guy has an interesting attack ... he throws his dentures at you! He's pretty easy to kill, it just takes a *long* time. A little too long, maybe?

BIG, NASTY UGLY BUGS!

Watch out for these big suckers ... they are a pain!



These snakes spit poison at you. Be careful!



These spiders like to hang around in the caves. Are they ugly or what? EEWWWW!

Daffy Duck
THE MARVIN MISSIONS

FACT FILE
DAFFY DUCK THE MARVIN MISSIONS

MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	**AVAILABLE**
MODERATE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	25
THEME	**% COMPLETE**
ACTION	100%

THE GOOD
The theme of Daffy Duck does add to the fun of the game.

THE BAD
The game play could use a little tweaking, especially when jumping around.

THE UGLY
Enemies that fall through the floor when they die.

T

the universe has never see
determined hero will ste
see that cosmic peac
reign. But can he
ous? Or will all the members of hate and vengeance succeed in their cruel and twisted plans to make the universe crumble under their sick and tyrannical fist? The future of galactic peace is at stake! And only a hero of epic proportions and fame can possibly have even a slight chance of defeating these twisted toons. Does Duck Dodgers have the power? Anything can happen in the twenty-fourth and a half century! Good Luck!

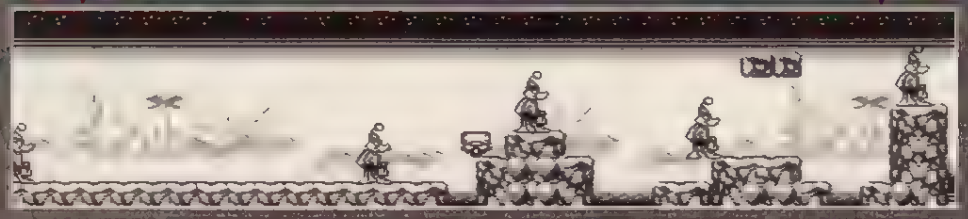
DAFFY'S SPACEY MOVES

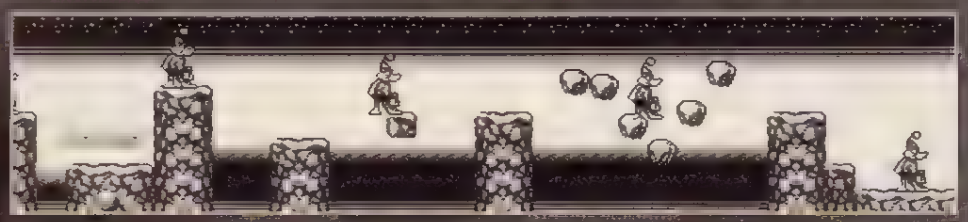
Shooting the gun is the mainstay of the game. With it at, you can shoot enemies from a distance and deliver some good damage.

jump pack pretty well. With the jump pack you can make it to various parts of the levels to continue.

The crawl will help Daffy make a tight fit through some of the tunnels in the game. This can be helpful if awards are waiting on the other side.

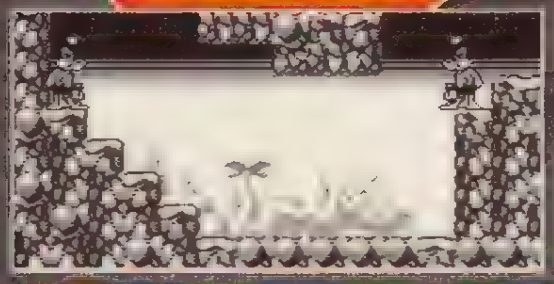
MAP OF AREA 1 IN LEVEL 1





In the first area of Level One you should be able to take the time to learn all of Daffy's moves and use almost all of them. The enemies in this stage are not exactly hard but they can pose somewhat of a challenge when you are trying to concentrate on something else.

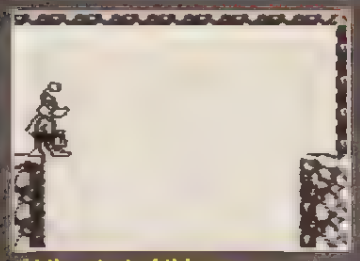
THE PIT OF K-9



MID-BOSS K-9

Although he may not look too threatening, he can cause some serious problems for our hero. Try jumping on the ledge to the far right to get an easy kill!

TUNNEL TO AREA 4 OF LEVEL 1

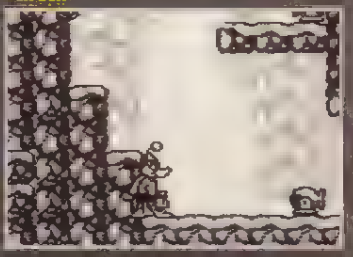


At the start of this area you must drop down a tunnel to begin. Watch out for the first cannons!

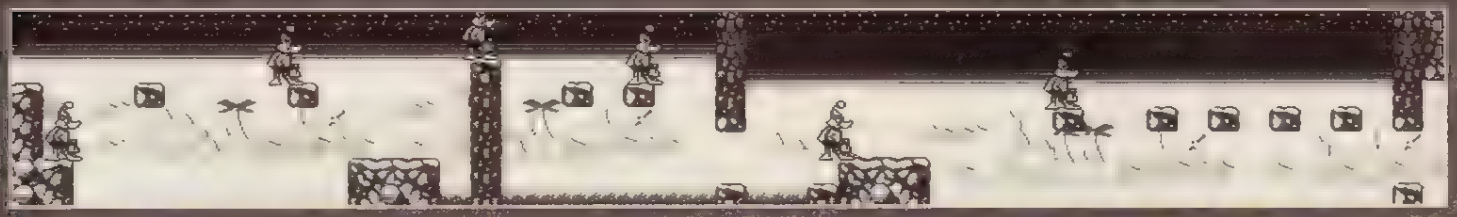
Behind this wall is two hearts... there must be a way there! Watch out for the cannon when going down.

More cannons?!? Shoot the cannon then the box and collect the heart. Shooting that box will open the way further on.

One cannon away from freedom! Get ready for an even bigger challenge in the next area!



MAP OF AREA 3 IN LEVEL 1

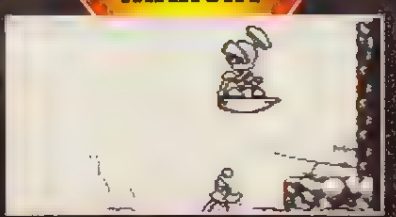


After facing a mild threat called K-9 and going through the caves, move on to another part of the lengthy Level One. In this level a lot of jumping techniques will be learned and will have to be mastered in order to finish the level. One such maneuver is the half jump. This jump should take approximately half a tank of fuel to execute. While still in the air from the initial jump, cut the jet pack and use the momentum to continue upward. When you reach the top of your jump use the rest of the fuel to get some more air.

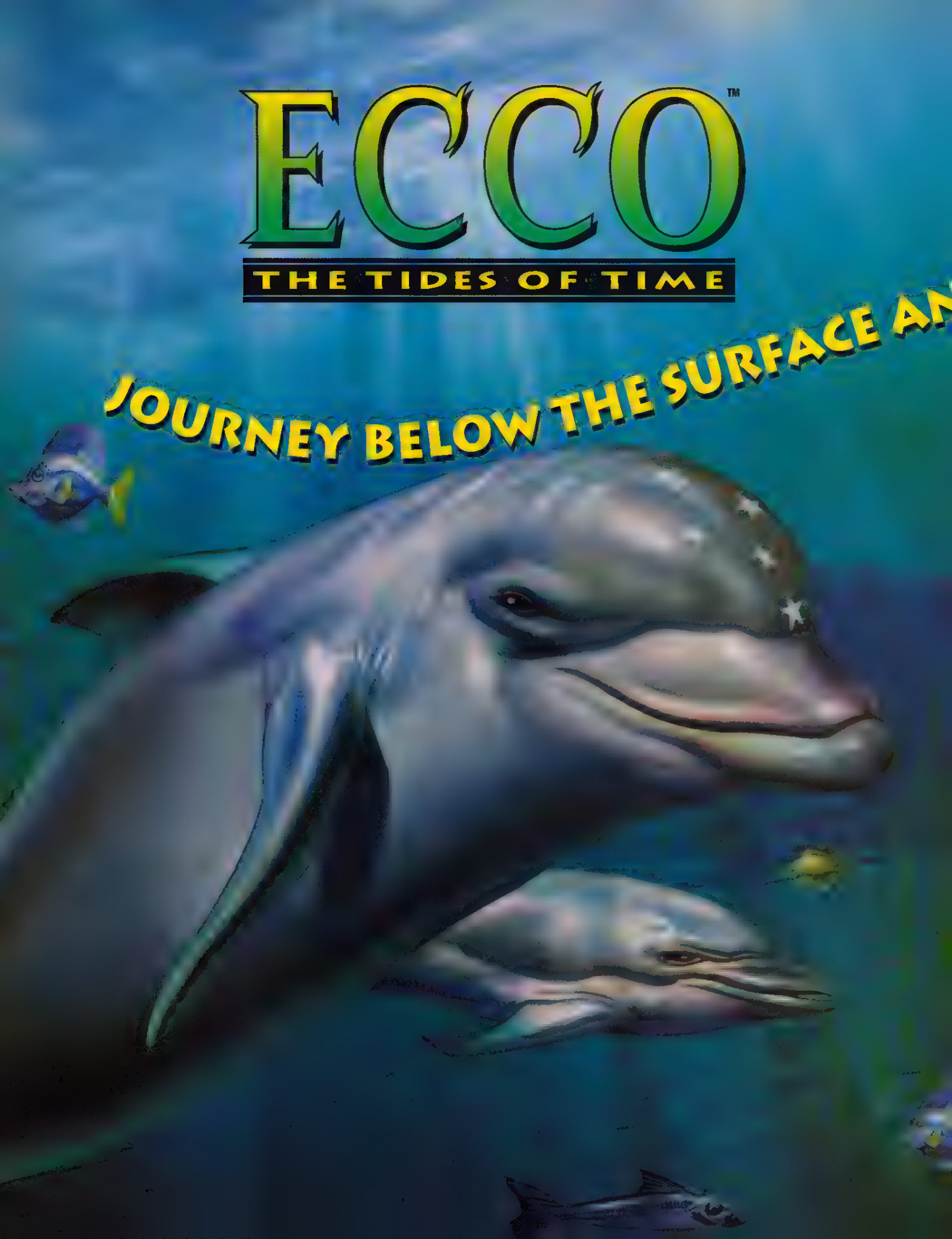
AREA 4 OF LEVEL 1

This is the last area before Marvin. Good luck defeating Marvin—he is one tough character!

MARVIN



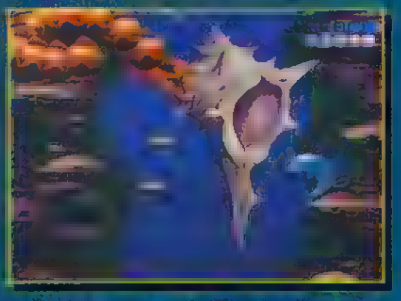
When taking on Marvin be prepared to be patient!


ECCO™
THE TIDES OF TIME
JOURNEY BELOW THE SURFACE AN

ND BEYOND YOUR IMAGINATION!

ECCO MORPHS! Transform into a shark, a seagull, or other creature to avoid detection and danger! Which one is Ecco?

DITCH THE WITCH! Make it past Medusa and her treacherous tentacles to safety—or you may have to start all over again. Now how does that grab you?



HERE COME THE GOOD GUYS! Feel on the ball without getting that crushing feeling when get the shell outta there!

OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!

SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going. And wherever you go, there you are!

MAKE NEW FRIENDS! Meet Trellia, a dolphin from the future, here to help Ecco defeat the Vortex!

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!

SEGA SEGA GA

FACT FILE
X-MEN THE GAMESMASTER'S LEGACY

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	7
THEME	**% COMPLETE**
ACTION	100%

The Gamesmaster has approached the X-Men, dangling a valuable prize—the cure to the Legacy Virus. Against their instincts, the X-Men take the bait in a desperate attempt to stop the plague that's decimating the mutant population.

Forced to split up, Gambit, Wolverine, Rogue, Bishop and Jean Grey head into five treacherous locations hinted to by the Gamesmaster. Cyclops and Storm must set out to reunite the team, one by one.

Are you ready for some uncanny action with the X-Men?

THE GOOD

I love the abilities of the various X-Men (and X-Women). I think this adds to an otherwise well-done theme.

THE BAD

It's close to your typical superhero beat-'em-up game, but this one narrowly escaped that pitfall.

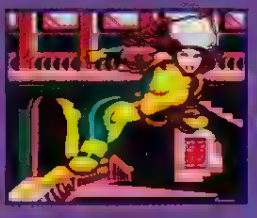
THE UGLY

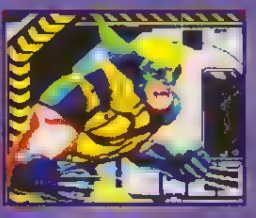
Some of the blinking effects of the graphics are enough to induce severe stomach trauma.

X-MEN
THE GAMESMASTER'S LEGACY

X-CITING SUPERHERO ACTION

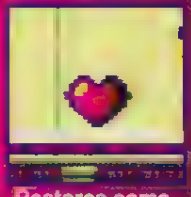
Prepare yourself for some pretty x-cellent action with Marvel's most popular and interesting comic-book characters—the X-Men. Uncanny adventure and challenge await you (as well as some spectacular Game Gear graphics)!



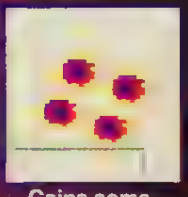


KNOW THE ICONS

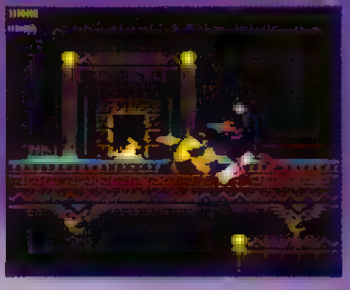
It is very important to know and collect the icons if you want to win!



Restores some life power.

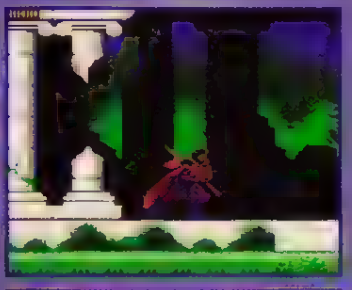


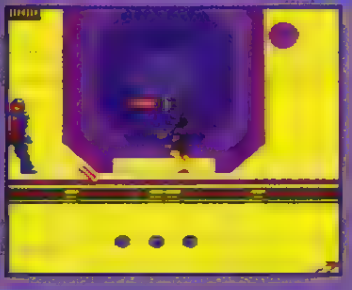
Gains some mutant power.



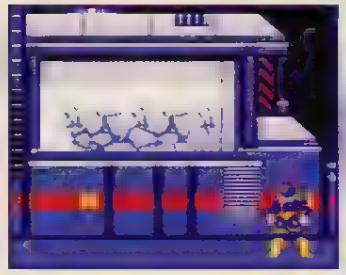
X-MEN ASSEMBLE!

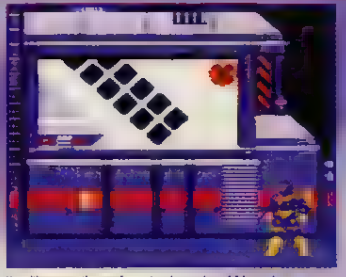
Your favorite mutants are here on the Game Gear for some serious action. Learn to use each mutant and his/her basic attacks as well as mutant powers. You must learn all of the X-Men before you are able to reach the final stage containing the cure and the Gamesmaster!





CHOOSE HERO/LOCATIONS TO FURTHER ALLEGIANCE





As an element of the plot, several locations can be chosen to begin your quest. However, you are only given a choice of Wolverine or Storm at first. You must guide these heroes through the various stages to rescue the other X-Men and regroup for the final confrontation in order to procure the all-important antidote.

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Continued on Page 374

WIN! The Ultimate Gaming Rig!! OVER $18,000.00 IN PRIZES!

PANDEMONIUM

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally!)!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

						MYSTERY WORD
	H					
		E				
P	O	W	E	R	N	
	R					
S						

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

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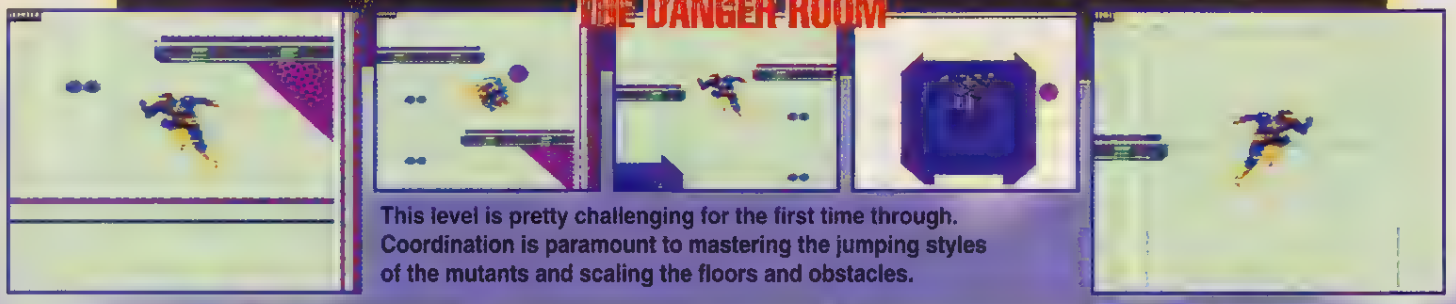
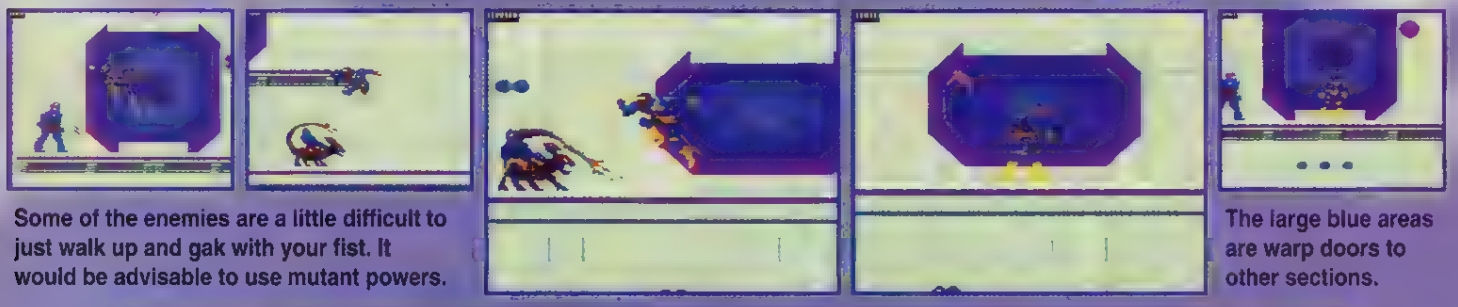
Continued from Page 372

THE DANGER ROOM



This level is pretty challenging for the first time through. Coordination is paramount to mastering the jumping styles of the mutants and scaling the floors and obstacles.



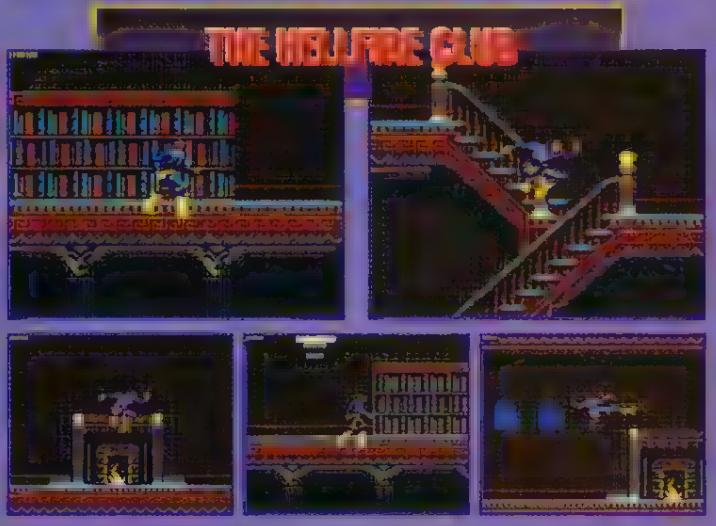
Some of the enemies are a little difficult to just walk up and gak with your fist. It would be advisable to use mutant powers.

The large blue areas are warp doors to other sections.

GENOSHA

Genosha is teeming with the mutants of the Unforgiven. Try to keep control of your powers when you reach the Boss of this stage, the dangerous Fabian Cortez.

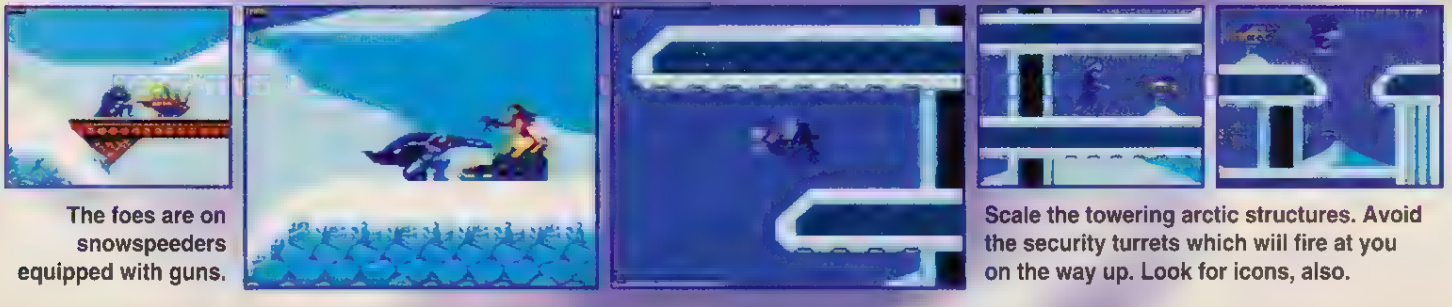
THE HELLFIRE CLUB



This is the perfect example of a maze. Scale endless flights of steps in search of Rogue, avoiding the foes and collecting the difficult to reach power-ups along the way!

THE ARCTIC

Be careful not to build up too much speed racing across the ice in search of the Boss, or you could end up in some deep, freezing (energy draining) water. Watch your step.



The foes are on snowspeeders equipped with guns.

Scale the towering arctic structures. Avoid the security turrets which will fire at you on the way up. Look for icons, also.

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ECCO
The Tides of Time

FACT FILE
ECCO: THE TIDES OF TIME

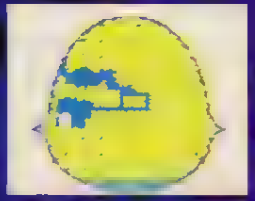
MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	17
THEME	**% COMPLETE**
ACTION	100%

THE GOOD
The graphics are some of the best for the Game Gear!

THE BAD
Ecco proves to be a little tricky to handle. It takes time to get used to moving him around.

THE UGLY
That eight-armed octopus. What a terror he is!

Beware—the vortex is back and boy is it mad! Lead Ecco through the halls of time to stop this menace once and for all. Ecco: The Tides of Time is an adventurous, puzzle-solving trek through many levels of underwater splendor. This is a graphically spectacular game. The sound is very well done as well. Ecco is a little hard to control at times but his motion is very fluid. The levels are big and sometimes confusing. The puzzles are not difficult to solve since the answer is usually in the surrounding water, like the sea stars that are located to the left and above the first barrier you encounter.

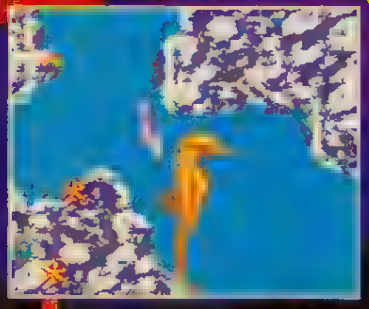


Use Ecco's song to map out the area around you.

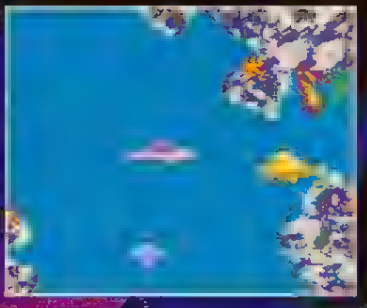
Interact with many objects!

During the course of the game you will encounter lots of objects that will both help and hinder your quest. You must find the Glyphs (white) and the Key Glyphs (yellow) to progress to the next level. Other mammals will either give you helpful advice or take you to another that can. Fish restore your health when you charge them. Circulating bubbles in the water indicate a metasphere that can transform Ecco into other life forms. You will also come across a barrier—look around at your surroundings to find a way through.

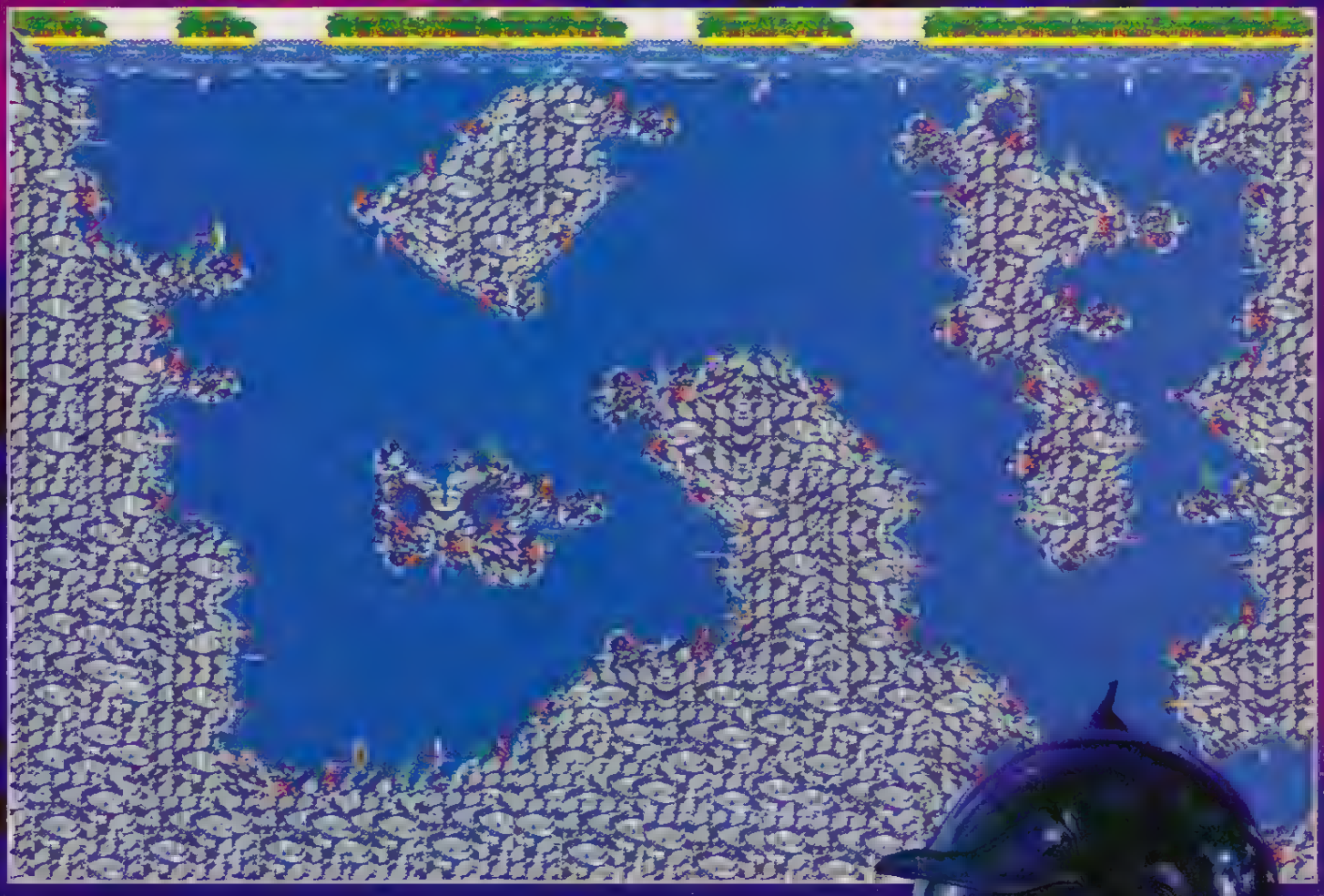
The Bullies of the Sea



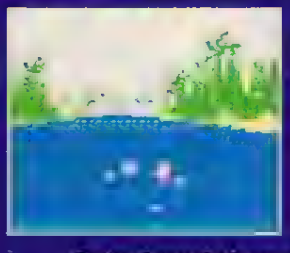
Throughout the game you will encounter different species of fish, from jellyfish to sharks, to lobsters, to octopi. They all can harm you, but most can be destroyed by Ecco's charge. Some, like the blocker fish, can't be destroyed.



ECCO'S STRANGE AND BEAUTIFUL WORLD

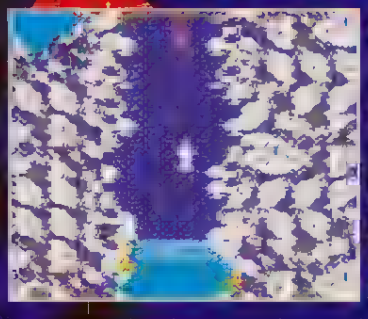


Awesome 3-D Mode

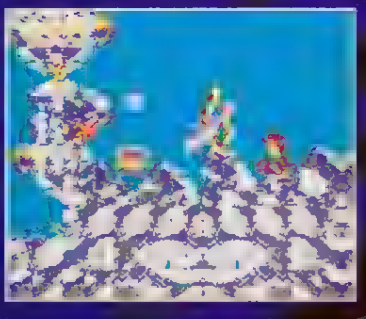


Swim through the water collecting rings so you can advance to the next round.

Caverns of Air



Remember that you are a mammal and mammals need air. In the beginning you don't need to breathe, but that changes early in the game. Look for caverns and special healing clams.



In the Dark

During the game you will have to traverse vast, dark caverns. The sea plants and animals look cool in this phase because they glow. Use your sonar to guide you. This also helps you find your way out of mazes.

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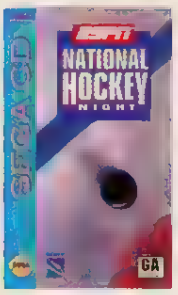

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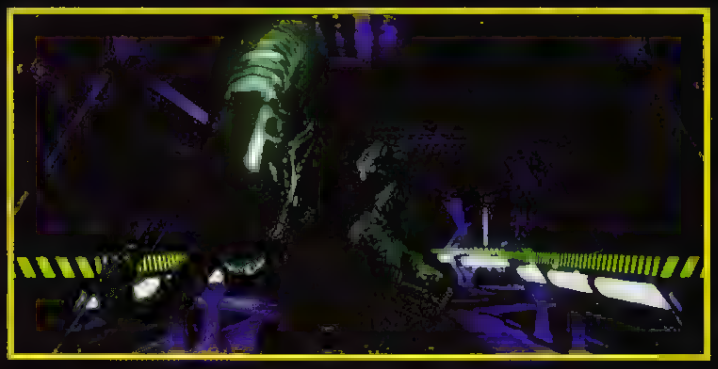
LIFESTYLES

THE POP



Acclaim Goes to the Movies

Acclaim Entertainment, best known for such video game hits as Mortal Kombat II and NBA Jam, is now making the break into movies, with the company's development of a new motion-capture technology.

Originally developed with video games in mind, Acclaim soon found that the system worked just as well for movie special effects. It will get its first big screen test providing the FX in the upcoming *Batman Forever*.

The system works by attaching a set of extra-sensitive sensors to an actor or an object. The sensors capture any movement with extreme accuracy. The data recorded by the sensors is then downloaded into a computer and a virtual 3-D actor is created.

Though Acclaim is excited about the system's potential for movie special effects, it is also happy about the advances the system allows for video games. The first video game to utilize the new technology will be Acclaim's Aliens Trilogy for the Sega 32X, available the second half of next year.

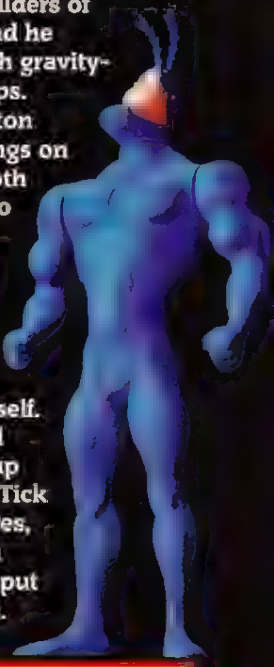
Here Comes The Tick!

He's big! He's blue! He's a 7-foot, 400-pound superhero who lives to fight crime! He is *The Tick*! Now he and his friends are a new line of action figures from Bandai America.

These 6-inch poseable action figures feature some of the most popular characters from *The Tick* television series on the FOX Children's Network, including The Tick, the uncrushable superhero with poor math skills but a heart of gold; Arthur, a chubby former accountant in a moth suit who serves as the Tick's faithful sidekick; the Human Bullet, a suburban superhero who keeps a cannon on his front lawn to fire himself into distant scenes of distress; Dyna-Mole, a banker-type badguy with an affinity for explosives and El Seed, an evil Latin daisy with a flower head and petals for his hands and feet.

Each of these figures is equipped with an exciting action feature. Push down on the shoulders of The Tick and he bounds with gravity-defying leaps. Press a button and the wings on Arthur's moth suit begin to flap. Or blow the head off Dyna-Mole to reveal his true, gritty self.

With evil afoot, it is up to the new Tick action figures, available in January, to put it to an end.



Strange but True

Street Fightin' Man

Perhaps taking his cue from Rapmaster Shaq, San Francisco 49ers' defensive back Deion Sanders will debut his rap talents on the soundtrack to the movie *Street Fighter* on Priority Records. Deion will perform the film's title track along with Hammer.

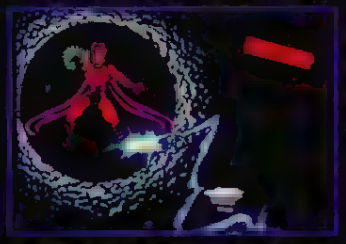
Open Season in the Outback

Officials in Canberra, Australia, have declared open season on the kangaroo, now making it legal for residents to shoot the bouncing marsupial. The edict came after an increasing number of traffic accidents caused by wandering kangaroos.

CULTURE SOURCE FOR EGM READERS

Liven Up Your Computer

Tired of those same, boring computer screen savers? Now you can battle harmful phosphor burn-in and liven up your personal computer at the same time with two new screen savers from Berkeley Systems.



The Simpsons Screen Saver brings the wackiness and hilarity of Springfield's first family to your personal computer. Watch as Itchy and Scratchy go to war on your terminal. See Homer devour your entire screen. Or play along for a round of Simpsons' trivia. With 15 different modules featuring over 50 different characters, the Simpsons Screen Saver is guaranteed to not only save your screen, but also your sense of humor.

For the superhero enthusiast, check out the X-Men Screen Saver as the world's mightiest mutants wage battle against phosphor burn-in on your computer monitor. With 11 fully-animated modules, watch as Wolverine shreds your screen in a fit of rage or ogle at the X-Women Rogue, Storm and Jean Grey.

Both modules are currently available and are compatible with either Windows or Macintosh.

Is Kid's TV Too Violent?

Following a recent tragedy in Norway that left a 5-year-old girl dead, a Scandinavian television station has pulled from its programming the immensely popular *Mighty Morphin Power Rangers* and promised to set up an "expert group" to look into the effects of TV violence on kids.

According to reports, three boys, ages five and six, kicked, shoved and stoned a playmate and then left her to freeze to death in a snowbank.

Since way back to the days of the first *Looney Tunes* cartoons, people have questioned the effects of TV violence on kids. Though it is uncertain the role that violent shows like the *Power Rangers* exactly played, all four children involved were reportedly huge fans of *Teenage Mutant Ninja Turtles*. Now in the wake of this tragedy, the debate over TV violence has been rekindled.

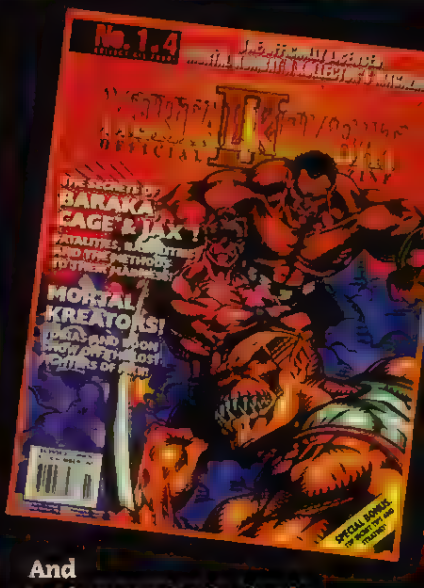
MKII: The Inside Scoop

If you are a die-hard Mortal Kombatant (and chances are you are), you'll definitely want to check out this kool *Mortal Kombat II Kollector's Magazine* from Sendai Publishing.

A four-issue special edition series, the magazine takes a long, hard look at the Mortal Kombat phenomenon from almost every angle possible.

The magazine includes such features as interviews with Kombat creators and the masterminds behind the game, John Tobias and Ed Boon, who talk about the past, present and future plans for Mortal Kombat.

In a four-part series, the magazine examines how Mortal Kombat went from an arcade hit to a best-selling cart for home systems.

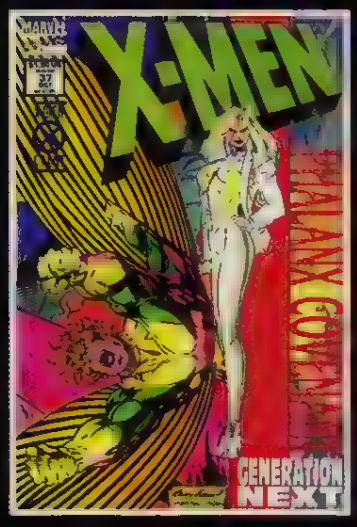


And each magazine is chock-full of hints and secrets for fatalities, babalities and other special moves.

Each issue also features original artwork from Greg Rollo, the artist responsible for the popular MKII comic.

It just ain't right...

Cut from his grade school football squad and spurned by casting directors for a role in the movie *Little Giants* ("Sorry, you're just too darn big to effectively play an 8-year-old"), *CARDS ILLUSTRATED* editor Don Butler has taken to wearing his old helmet around the offices. Said one *CI* staffer, "He likes to butt things with his head."



X-Men Comic Is a Personal X-perience

Get ready to fight alongside Wolverine, Cable and the rest of the X-Men superhereos in a new comic book experience that pits you, the reader, in the middle of an exciting X-Men adventure.

Just in time for Christmas, Marvel Comics introduces a unique, personalized comic book which casts the reader as Captain Universe, starring in an action-packed adventure with the legendary mutant team. The book includes such intimate details as the reader's first and last name, hometown and the name of a friend or relative of the reader's choice.

Spectacular cover art for the book was painted by Greg and Tim Hildebrandt, who recently did the artwork for the Marvel Masterpieces '94 card series from Flair. The comic book also comes with a personalized X-Men poster and a personalized trading card.

Order forms for the personalized book are available in November issues of all Marvel comics. Though only orders received before November are guaranteed before Christmas, you can still place an order up until Dec. 31.

Topps Opens *The X-Files*

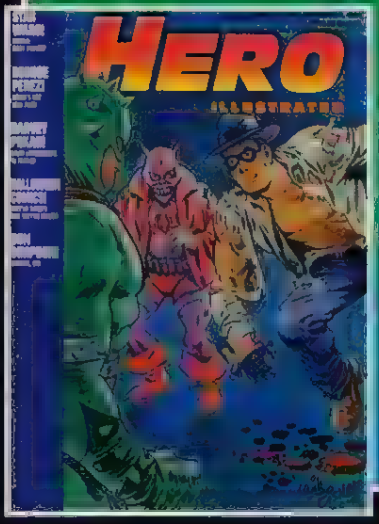
The truth is out there ... and in January, so too is the comic book as Topps Comics debuts *The X-Files*. Based on the hit television series, *The X-Files* will follow the further paranormal exploits of Agents Scully and Mulder.

"I enjoy the balance between these two characters–the skeptical Scully and the spooky Mulder," says Stefan Petrucha, head writer on the comic book and a loyal fan of the TV series.

On his intentions for the new series, Petrucha offers: "I plan to emulate the show as much as possible, using the various anomaly themes. But I hope to do visual things that might be too expensive to do on the television series, and go to places that TV budget constraints wouldn't allow."

The first issue deals with the Fatima Prophecy of 1960, a mysterious incident where the Virgin Mary purportedly appeared to 50,000 people in Portugal.

This month in HERO ILLUSTRATED



In *HERO ILLUSTRATED* #17, return to a galaxy far, far away for a preview of the upcoming *Star Wars: Dark Empire II* from Dark Horse. Comics legend Will Eisner talks about *The Spirit*, superheroes and the future of the comics. Check out the all-new "Hero Files" as they focus this month on the Amazing Spider-Man.

This month in CARDS ILLUSTRATED

This month in *CARDS ILLUSTRATED* #12, Rob Liefeld speaks out about his first-ever *Youngblood* card series from Skybox. Also, a look at the new *WildC.A.T.s* cards from Jim Lee, and from Canadian Mounties to dead deer heads, the *CI* staff examines some of the weirdest, wackiest concepts ever put on cards.

Star Trek Generations: When Worlds Collide

On Nov. 18, 1994, two great behemoths of American popular culture collide as Captain James Tiberius Kirk (William Shatner) of the U.S.S. Enterprise meets Captain John Luc Picard (Patrick Stewart) also of the U.S.S. Enterprise in *Star Trek Generations.*

Though *Generations* is the seventh motion picture for the Star Trek franchise, the film marks the maiden voyage for the young cast from television's *Star Trek: The Next Generation.* This long-running favorite for many *Trek* fans ended last year after an unprecedented seven-year syndicated run.

The film opens with an aging Kirk on the bridge of the starship Enterprise. Retired from command, Kirk has been relegated to the position of a living luminary. Actually cordoned from command by a ceremonial red velvet rope, Kirk is on board merely for a media photo opportunity.

Things quickly run awry, however. As the Enterprise reaches its destination, they discover two transport ships caught in a mysterious and awe-inspiring energy distortion. Kirk seizes command, saving the passengers of one of the transport ships and maneuvering the Enterprise away from the ribbon's deadly pull, but not before one final wack from the ribbon's tendril rips open part of the Enterprise and sucks Kirk out into the maw of the electric storm.

Seventy-eight years after Kirk was sucked into the energy ribbon and presumed dead, Jean Luc Picard is now at the Enterprise helm, and soon his crew experiences a run-in with the evil Soran.

Having been a passenger aboard that original ship that Kirk saved from destruction 78 years earlier, Soran experienced the awesome power of that energy ribbon. He discovered that inside the energy ribbon's core was a netherworld called the Nexus. Now 78 years later and seeking immortality, he has commissioned the help of some Klingon outlaws to help him get back to the Nexus. When Picard tries to prevent the dangerous Soran, he himself is drawn into the Nexus and the stage is set for a meeting between the two now-legendary captains.

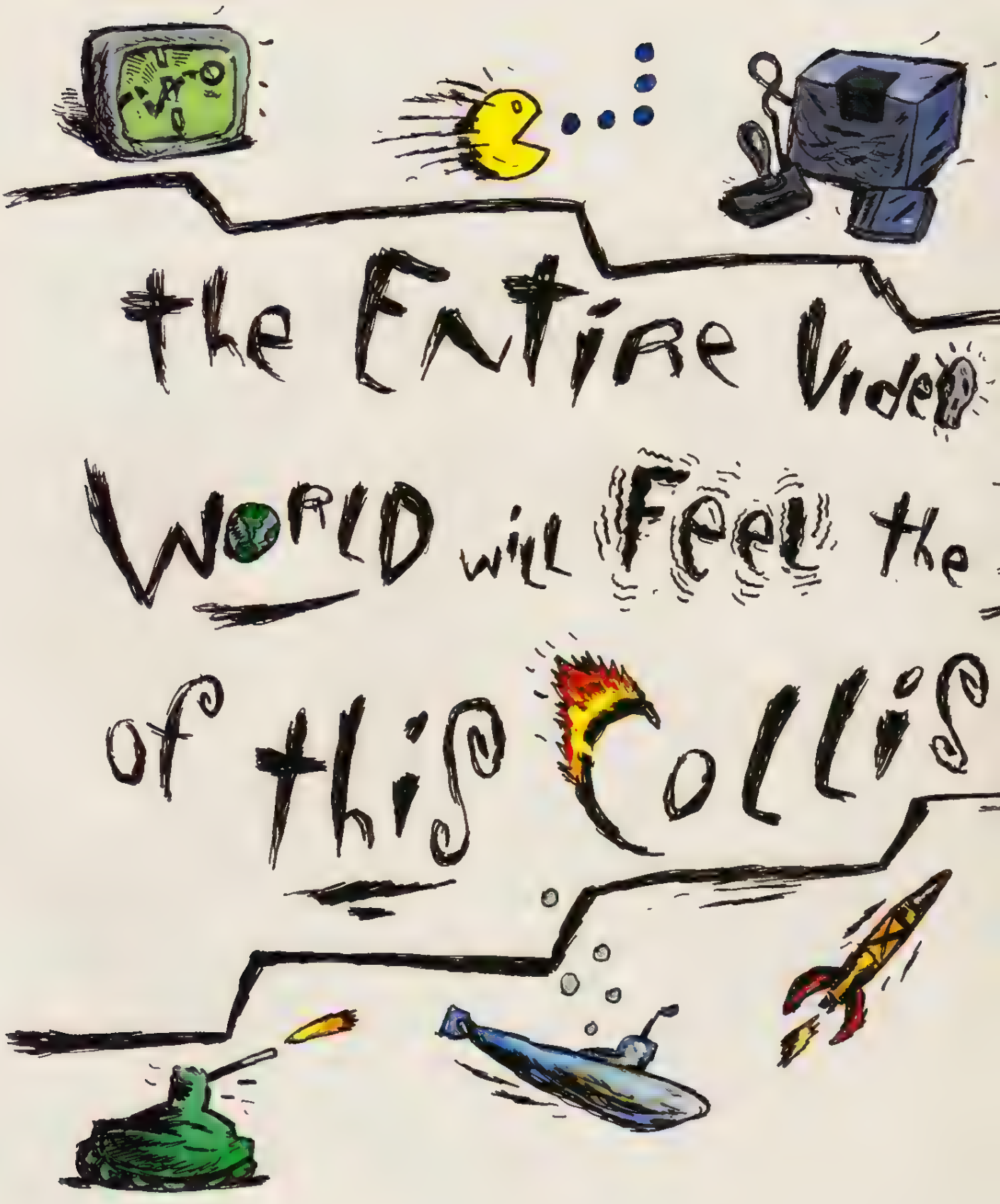
Though the movie unites the crews of both classic *Star Trek* and *Star Trek: The Next Generation,* there are a couple familiar faces that remain conspicuously absent, namely Mr. Spock and Dr. McCoy.

After six feature *Trek* films, both Leonard Nimoy and DeForrest Kelley decided this time to let the U.S.S. Enterprise set sail without them.

"It was very odd," said Shatner of his return to the bridge without Nimoy and Kelley by his side. "I felt very lonely without my two buddies and I told them that several times."

Generations is directed by a very fortunate David Carson. Not only was Carson bestowed with the honor of bringing together for the first time Captains Kirk and Picard, he is also helming the $26 million pilot for the new flagship *Trek* series *Star Trek: Voyager* which debuts this January.

Though Kirk's death at the end of the film was one of Hollywood's worst-kept secrets, it remains to be seen if James T. Kirk shall ever ride again. The movie was eventually reshot to make Kirk's end more ambiguous. But for now, it appears as if a new generation has taken over the starship Enterprise and has beamed down onto Hollywood.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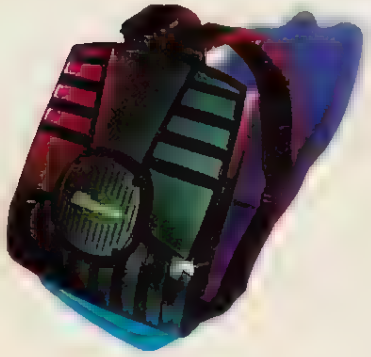

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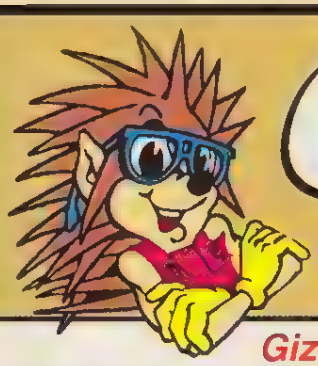

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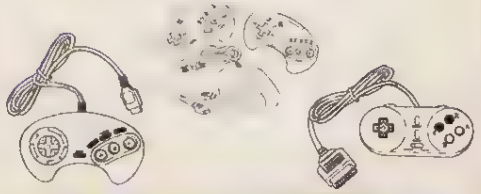

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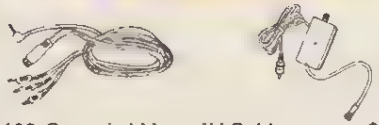

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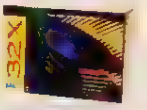

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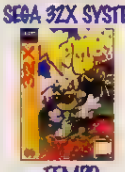

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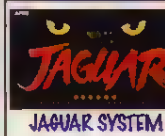

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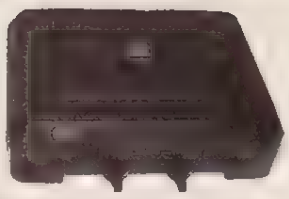

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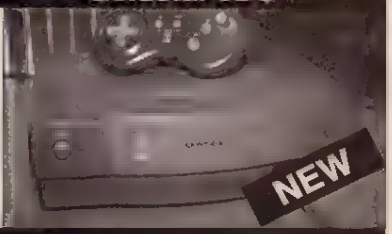

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Rad Gravity	5
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Rainbow Island	22
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RBI Bsbl 2	10
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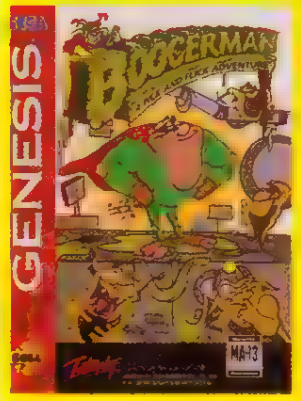

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"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, ***Looney Tunes B-Ball*** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for no-nonsense streetball, all the way to 5, where the only rule is there are no rules!

Change the ball into a cream pie and show your opponent the new meaning of "in your face"! Go invisible or teleport past your man and take it to the ack for two! And the clock isn't the only thing ticking when the ball becomes a bomb for potato!

n the locker room after the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grroagh froww hrrrg! #@!**##^@!" Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!

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features all y
Bugs Bunny, Po
Sylvester and Tweety, E
Fudd. And Daffy Duck himself.

The Acme Animation Factory just the carrot on the...er...Neve mind.

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